WORLD DOMINATION IN A BOX

COMMAND & CONQUER®

FOR SEGA SATURN™ AND SONY PLAYSTATION™

- PlayStation™ version features all of the original C&C missions plus 6 extra levels and all of Covert Operations™
- Saturn™ version features all of the original C&C missions and a sound track that has been recorded in Red Book Audio for superb stereo sound
- Both versions have fast paced game play scrolling at 60 frames per second
- Cinematic movie scenes put the player in touch with the action

AT RETAILERS EVERYWHERE OR CALL 1-888-VIECOM1



Over 40 missions on two CD-ROMs



Dozens of close-ups and action shots



The ultimate strategy game

Westwood STUDIOS
www.westwood.com

SEGA SATURN™

PlayStation

Also available for DOS, Windows® 95, & Macintosh® CD-ROM.

ULTRA GAME PLAYERS No. 97

ULTRA ゲームプレイヤーズ MAY 1997



BLAST CORPS: BEST N64 GAME SINCE MARIO ??

N64 • PLAYSTATION • SATURN • PC • ARCADE

• WWW.ULTRAGP.COM
• ビデオ ゲームズ!!!
• MAY 1997
• ISSUE #97

ULTRA GAME PLAYERS

WINNING is EVERYTHING!

NEW CONSOLE FROM SEGA?

PlayStation Fight-Fest!

BUSHIDO BLADE • TOBAL 2
TEKKEN 3 • SPAWN



50 NEW GAMES INSIDE:

- DARK RIFT
- POWERPLAY '98
- CASTLEVANIA
- DUKE NUKEM
- MANX TT
- MEGA MAN 8

SLAMMIN' CODES SECTION:

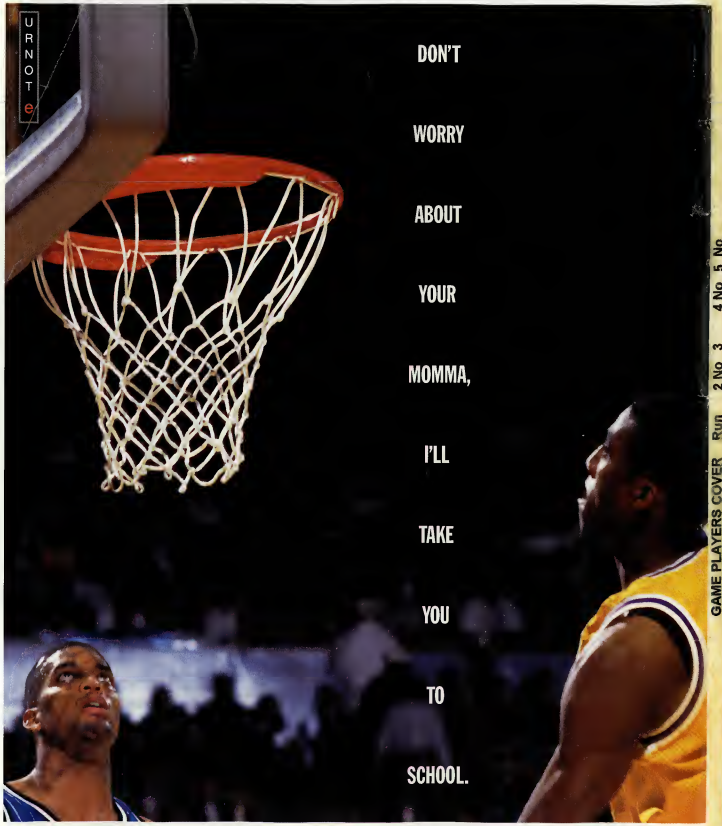
SOUL BLADE • DISRUPTOR • AMOK • NBA: IN THE ZONE

imagine
a new way of publishing

$6.99 US $7.99 CAN

05

0 09281 03675 3

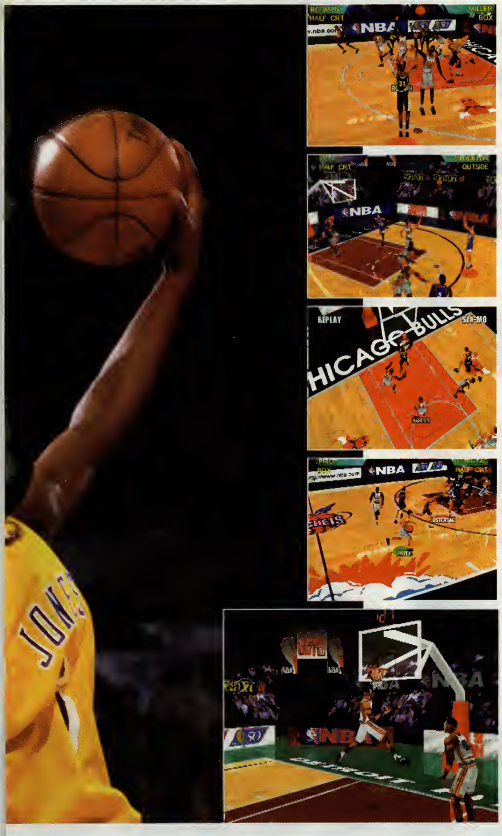


GAME PLAYERS COVER Run 2 No 3 4 No 5 No

PlayStation

For game hints call 1-900-933-SONY(7669). The charge is $0.95 per minute. Callers under the age of 18 must get parental permission to call. Touch tone phone is required. Available 24 hours a day/7 days a week. U.S. only. Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. U R NOT E® is a registered trademark







Camaraderie. Brotherhood. Sportsmanship. That's what NBA Shoot Out '97 is all about. Oh, victory has its spoils, but they're not as rewarding as the shared fellowship one feels after capping off a drive to the hole with a towering Tomahawk Jam. Particularly when you're jammin' on Ewing, Malone or Olajuwon. And now, with revolutionary Icon Passing,™ you can execute pinpoint passes that would make Payton, Kidd or Hardaway jealous. Plus, new motion capture will make all your moves appear much, much smoother. And faster. So if you're going to demonstrate the pump fake, fade-away jumper or the flying windmill, you'll want to perform them over and over again so students of your game don't miss any fine points. **NBA Shoot Out '97. Don't let it mess with your head.**



ONLY ON PLAYSTATION

and Icon Passing is a trademark of Sony Computer Entertainment America, Inc. NBA Shoot Out is a trademark of NBA Properties, Inc. The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc., and the respective member Teams and may not be used, in whole or in part without the prior written consent of NBA Properties, Inc. ©1997 NBA Properties, Inc. All rights reserved. ©1997 Sony Computer Entertainment Europe. **www.sony.com**

FIGHTERS MEGAMIX™

32 fighters.

New Virtua Fighter™ 3 moves.

32 rockin' arenas.



The two greatest fighting games of all time.



Together, at last, 'til death do they part.



11 vicious Fighting Vipers™ characters.



11 combatants from Virtua Fighter™ 2.



10 hidden mystery characters.

Sega is registered in the U.S. Patent and Trademark office. Sega Saturn, Virtua Fighter 2, Fighting Vipers, and Fighters MegaMix are trademarks of SEGA. © 1997 Sega, P.O. Box 8097, Redwood City, CA 94063. All rights reserved.

5 battle modes.

SEGA SATURN™

www.sega.com



One of the largest collections of fighters ever.



New and nasty Virtua Fighter™ 3 moves.





Choose from 32 rockin' arenas.



5 battle Modes, including Team.

VIRTUA FIGHTER 2 VS. FIGHTING VIPERS

An unparalleled, world-class festival of fighting.

ULTRA
GAME PLAYERS

Contents

imagine
May '97
www.ultragp.com
printed in the U.S.A

TOPICS PAGE 012

TOP STORIES	PAGE 012
OPTIONS	PAGE 016
WIRETAP	PAGE 018
NEWSFEED	PAGE 013
BITS & BYTES	PAGE 018

PREVIEWS PAGE 031

ARMORED FIST 2	PAGE 034
BUSHIDO BLADE	PAGE 033
CASTLEVANIA X	PAGE 034
CRITICAL DEPTH	PAGE 048
DARK RIFT	PAGE 054
DUKE NUKEM 3D	PAGE 056
FINAL FANTASY VII	PAGE 039
FLYING SAUCER	PAGE 045
MANX TT	PAGE 032
MOTO RACER GP	PAGE 036
SHINING THE HOLY ARK	PAGE 051
SPAWN	PAGE 045
TOBAL 2	PAGE 042
TOP GEAR RALLY	PAGE 038
UPRISING	PAGE 050
W.A.R., INC.	PAGE 051
WILD 9s	PAGE 044

REVIEWS PAGE 061

BATTLESTATIONS	PAGE 067
BLAST CORPS	PAGE 075
CITY OF LOST CHILDREN	PAGE 068
OESCENT MAXIMUM	PAGE 078
LUNACY	PAGE 070
MAGIC:TG BATTLEMAGE	PAGE 078
MDK	PAGE 062
MEGA MAN 8	PAGE 066
POO	PAGE 076
RALLY CROSS	PAGE 065
SCUD	PAGE 076
THUNDER TRUCK RALLY	PAGE 078
WING COMMANDER IV	PAGE 076

ALL ACCESS PAGE 098

AMOK	PAGE 101
ANDRETTI RACING	PAGE 102
BLOOD OMEN	PAGE 100
CODE MONKEY	PAGE 102
CRUSADER: NO REMORSE	PAGE 099
DISRUPTOR	PAGE 100
GAME SHARK CODES	PAGE 103
MECHWARRIOR 2	PAGE 104
NBA IN THE ZONE 2	PAGE 098
QUAKE	PAGE 102
RE-LOADED	PAGE 098
SOUL BLADE	PAGE 103
SOVIET STRIKE	PAGE 098
SUPER PUZZLE FIGHTER 2	PAGE 101
VIRTUA COP 2	PAGE 099

COVER STORY



Square is back with a new game and, surprise, it's not an RPG! On the contrary, it's a sword fighting game thats gonna set the fighting game genre on its ear! Find out about *Bushido Blade* and more on page 22.

022

WILD 9s



044

WIN A ****LOAD O' PRIZES!

CHECK OUT OUR GAMESHOP SECTION!

In our new *ULTRA GP* GameShop section, you'll find loads of super-cool prizes, including your very own *Brahma Force* model! You can also try your hand at snagging one of our other way cool prizes!





046

FEATURING:

MDK



062

What game lets you surf, parachute, and blow off someone's head at 1000 yards? Why, *MDK*, of course! Check it out on page 62.

MANX TT



032

It's out of the arcades and on the Saturn! Take a test drive with *Manx TT* on page 32.



He's making a break from the PC to the Saturn! Watch out!!! *Duke Nukem 3D* kicks butt on page 56.

DIRECTORY

ARMORED FIST 2	PAGE 34
BATTLESTATIONS	PAGE 67
BLAST CORPS	PAGE 75
BUSHIDO BLADE	PAGE 33
CASTLEVANIA X	PAGE 34
CITY OF LOST CHILDREN	PAGE 68
CRITICAL DEPTH	PAGE 48
DARK RIFT	PAGE 54
DESCENT MAXIMUM	PAGE 78
DUKE NUKEM 3D	PAGE 56
FINAL FANTASY VII	PAGE 39
FLYING SAUCER	PAGE 45
GOAL STORM '97	PAGE 89
LUNACY	PAGE 70
MANX TT	PAGE 32
MAGIC:TG BATTLEMAGE	PAGE 78
MDK	PAGE 62
MEGA MAN 8	PAGE 66
MOTO RACER GP	PAGE 36
NBA SHOOTOUT '97	PAGE 90
NHL POWERPLAY '98	PAGE 82
NHL BREAKAWAY '98	PAGE 84
QUARTERBACK CLUB '98	PAGE 88
RALLY CROSS	PAGE 85
SCUD	PAGE 76
SHINING THE HOLY ARK	PAGE 51
SPAWN	PAGE 45
THUNDER TRUCK RALLY	PAGE 78
TOBAL 2	PAGE 42
TOP GEAR RALLY	PAGE 38
TRIPLE PLAY '98	PAGE 88
UPRISING	PAGE 50
VR BASEBALL '97	PAGE 92
W.A.R., INC.	PAGE 51
WILD 9S	PAGE 44
WING COMMANDER IV	PAGE 76

SPORTS PAGE 082

GOAL STORM '97	PAGE 089
NBA SHOOTOUT '97	PAGE 090
NHL BREAKAWAY '98	PAGE 084
NHL POWERPLAY '98	PAGE 082
QUARTERBACK CLUB '98	PAGE 088
TRIPLE PLAY '98	PAGE 088
VR BASEBALL '97	PAGE 092

PLUS:

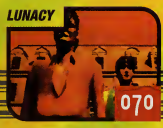
GAMESHOP	PAGE 096
NETWORK	PAGE 106
NEXT MONTH	PAGE 113
RELEASE LIST	PAGE 057

TOBAL 2



042

LUNACY



070

BLAST CORPS



075


NINTENDO 64
Forget everything your mother said about running with sharp objects



HEXEN

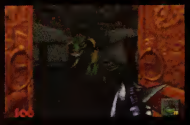
NOW AVAILABLE FOR NINTENDO 64

SUPPORTS 4 PLAYERS !

(NINTENDO 64 VERSION ONLY)







welcome, nintendo 64 users, to the decaying world of hexen. as a mage, a cleric, or warrior, you and three friends have the ability to go head-to-head in a split screen deathmatch. you have a wicked arsenal of medieval weaponry. you have superhuman powers. you have no idea what you'll be getting yourself into. hexen. beyond evil. beyond hope. beyond any 3-d game ever created.

ALSO AVAILABLE FOR

MACINTOSH and Windows®95

Distributed by GT Interactive Software 16 EAST 40TH ST., NEW YORK, NY 10016

www.gtinteractive.com

www.idsoftware.com

HEXEN © 1995, 1997 Raven Software, Inc. All Rights Reserved. Published by id Software, Inc. Distributed by GT Interactive Software Corp. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. Nintendo, The Official Seal, Nintendo 64 and N-U-N Logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc. All other trademarks are the property of their respective companies.

ISSUE 97

Loading

EDITOR CHRIS SLATE



Gang, I might as well get this over with and tell you right up front — this will be my last issue. I'm leaving to start a new Imagine mag, one dedicated to the PlayStation. I know that I'll have loads of fun putting it together, but I'm really going to miss you guys here at *ULTRA Game Players*. The staff here has been like a family to me, and even though I'll still be working only a few doors away, I'm going to miss working with them very much. But after eight years of working on the same magazine, it's time I had a change of scenery.

Anyways, I'm leaving you in very capable hands. *UGP Online* Editor Frank O'Connor will be taking over for me, and if you thought things were weird and wild before, you just wait...

See you soon, and don't miss my new mag later this year! >>> C.S.



chris slate

I'm outa here!

Lame Duck Editor Chris Slate is hoping that the new Editor will continue his ritual of donning the Purple Cape before every team meeting. 'He's gotta get his own cape, though', says Chris.



Roger Burchill

rburchill@gameplayers.com

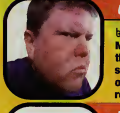
Reviews Editor Roger Burchill hopes the new Editor will have the same fondness for Hamster Habitrails as he does. 'I like crawling through the pipes, but running on the squeaky wheel is the best part', says Roger.



Mike Salmon

msalmon@gameplayers.com

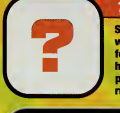
Previews Editor Mike Salmon believes the new Editor shouldn't be adverse to making sure Mike gets more dunks during office b-ball games. 'I just hope he knows how to do the Alley-Oop pass correctly!'



Bill Donohue

bdonohue@gameplayers.com

Managing Editor Bill Donohue hopes that the new Editor is an English guy, because, 'I still have about 500 English guy jokes left over from when Mark Higham was here. I really need to say 'Dunkirk' again!'



The New Guy (?)

Since the New Guy hasn't signed on yet, we really don't know what she's looking for in an Editor. We're pretty sure she hopes the new Editor doesn't have a penchant for rewarding lateness with a rubber hose...

May '97

EDITOR
- chris slate

ART DIRECTOR
- debbie wells

MANAGING EDITOR
- bill donohue

ASSOCIATE EDITORS
- mike salmon, roger burchill, she's coming soon!

ASSOCIATE ART DIRECTOR
- anna cobb

GRAPHIC ARTIST
- eric castellanos

WEB DIRECTOR
- eric marcoullier

WEB SLINGER
- stephen frost

WEB EDITOR
- jason montes

DIRECTOR OF CD-ROM DEVELOPMENT
- tom hale

DISC EDITOR
- nick sanchez

ASSOCIATE DISC EDITOR
- jason michaels

NEW MEDIA BUSINESS DEVELOPMENT MANAGER
- mary hoppin

IMAGINE PUBLISHING, INC
EDITORIAL, ART, PRODUCTION, ADVERTISING, CUSTOMER SERVICE & MARKETING
150 NORTH HILL DRIVE
BRISBANE, CA 94005
PHONE: (415) 468-4684
FAX: (415) 468-4686
CUSTOMER SERVICE
PHONE: (415) 468-2500
FAX: (415) 656-2486
E-MAIL: SUBSCRIBE@GAMEPLAYERS.COM

FOR ADVERTISING INQUIRIES, CALL
ALDO AHIAZZI, NATIONAL AD MGR.
PHONE: (415) 468-4684 x 156
FAX: (415) 468-4686

ADVERTISING COORDINATOR
- kim hansen

MARKETING
- large brown

CIRCULATION CONSULTANT
- gail egbert

VP/PUBLISHING DIRECTOR
- jonathan simpson-bint

ASSOCIATE PUBLISHER
- doug faust

PRODUCTION DIRECTOR
- richard lesovoy

PRODUCTION COORDINATOR
- mark eastwood

NEWSTRADE DIRECTOR
- bruce eldridge

NEWSTRAND MANAGER
- thea selby

NEWSTRAND ANALYST
- terry lawson

CIRCULATION MANAGER
- kate bailey

FULFILLMENT COORDINATOR
- jane jarvis

VICE PRESIDENT CIRCULATION
- holly klingel

INTERNATIONAL LICENSING:
ROBERT J. ABRAMSON & ASSOCIATES, INC.
720 POST ROAD SCARSDALE, NY, 10583

IMAGINE PUBLISHING, INC – CORPORATE PRESIDENT
- chris anderson

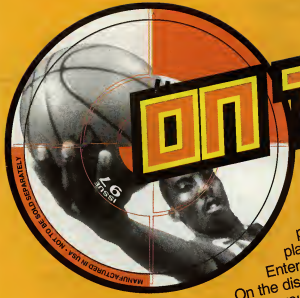
VP/OPERATIONS & CFO
- tom valentino

ULTRA GAME PLAYERS UTILIZES A PRESARIO 8712 FOR ITS PC COVERAGE, COURTESY OF COMPAQ COMPUTERS CORP.

PRINTED IN THE USA.

CONTRIBUTORS

christian svensson • IMAGINE PUBLISHING, INC – ASST. EDITOR, NEXT-GEN ONLINE
jeff chen • IMAGINE PUBLISHING, INC – EDITOR, SATURNWORLD.COM
stephen frost • IMAGINE PUBLISHING, INC – WEBMASTER, UGP ONLINE
patrick baggatta • IMAGINE PUBLISHING, INC – ASSOCIATE EDITOR, NEXT GENERATION
tom russo • IMAGINE PUBLISHING, INC – ASSOCIATE EDITOR, NEXT GENERATION
jason montes • IMAGINE PUBLISHING, INC – WEB EDITOR, UGP ONLINE
cat butler • FREELANCE PHOTOGRAPHER



ON THE DISC

No matter how good a videogame magazine may be, there are some things that you just can't get from print. We can show you the pictures of the games, but it's impossible for us to let you play the game for yourself, or even see the game in motion. Enter the ***ULTRA Game Players*** Disc Edition. On the disc, which works with both Apple Macintosh and PC compatibles, you'll find movies of all the newest, hottest console games, as well as playable demos of the biggest PC and Mac titles. Read the print magazine, check the web site, and view the disc to get the full ***ULTRA Game Players*** impact. Questions regarding subscriptions should be sent to: **subscribe@gameplayers.com** Faulty disc/subscription questions: phone **415-468-2500**. Current subscribers can receive the disc by following the help line instructions.



PREVIEWING

PC GAMES

Front Page Sports Football Pro '97 Whether you call a safety blitz or a last-second Hail Mary pass, victory is just a game away!

Hover Race Race your Hovercraft for free via the Internet in this fast-paced game.

MDK Shiny calls it Max, Dr. Fluke Hawkins & Kurti. You know it as Murder Death Kill.

POD Survive a powerful whiplash race through a rapidly decomposing planet.

Sonic & Knuckles Collection Battle the evil Dr. Robotnik in this Sega release for your PC.

Tomb Raider Demo Part II Can Lara Croft find the ancient Atlantean Scion?

MAC GAMES

Boom Relive the glory of the old 8-bit days on your Mac. This game can be best described as *Bomberman* meets *Boom!*

Avalia If you enjoy MUD or MUCK adventuring, *Avalia* has something to offer you.

Grid Warrior Swoop through the grid, blasting enemies, as you recall the glory days of playing *Defender*.

NetMech Battle up to seven other MechWarriors over an IPX, AppleTalk, Internet, Modem, or Serial connection.



...ALL THIS AND MORE ON THE DISC EDITION

I don't have access to the Internet, but I've got a problem with the Disc Edition. Please write: New Media Group • c/o Imagine Publishing • 150 North Hill Drive, Brisbane, CA 94005 • (415) 468-2500



videogame movies

Why settle for just still screens when you can see the games in action for yourself? Just take a look at this month's hit list:

MANX TT
BLAST CORPS
BRAHMA FORCE
DESCENT MAXIMUM
FIFA 64
HEIR OF ZENDOR
J-LEAGUE PERFECT STRIKER
LOST VIKINGS
LUNACY
MEGA MAN 8
RALLY CROSS
SCUD
THUNDER TRUCK RALLY
VMX RACING
WING COMMANDER IV

VIDEOGAME VIOLENCE: THE DEBATE

Despite the intervention of politicians, videogame ratings, and outraged parents across the country, it appears that videogame violence is here to stay



Ads for *Turok: Dinosaur Hunter* exhort you to 'make the dinosaurs extinct again!'

TOPICS

The February cover of ***ULTRA Game Players*** screamed 'N64 gets mean!', in reference to *Turok: Dinosaur Hunter*. And we weren't joking. Acclaim's first-person reptile-roaster (for those who haven't played it, it's kind of like *Jurassic Park* in reverse) not only features kills by the hundreds, but buckets of blood and gore. This from a company who, four years ago, refused to include bloody fatalities in the Super NES version of *Mortal Kombat*.

So why the change of heart? Why has Nintendo decided that blood 'n' guts is OK? Well, it would seem that Nintendo is simply following the herd. Violence sells. Violence, it seems, is what gamers want. And so Nintendo — like everyone else — is delivering. Unfortunately, however, this trend has drawn criticism of the videogame industry from politicians and other 'concerned' individuals.

The debate first got serious back in 1993 when *Mortal Kombat*, Digital Pictures' *Night Trap*, and *Doom* were the most high profile games in town. On November 15, 1993, Daniel E Lungren, the Attorney General of California, felt moved to write to Nintendo, Sega, and Capcom to 'ask you to stop the manufacturing, licensing, distribution or sale of any videogame that portrays graphic and gratuitous violence.' Why? Because he believed that, 'interactive videogames which promote violence have a deadening, desensitizing impact on young impressionable minds.' He went on to say that videogames should take some of the blame for the increases in juvenile arrests for murder.

On December 1 of the same year, troubles escalated. Senator Joseph Lieberman called a congressional hearing to discuss videogame violence in which he commented that 'Violent videogames may actually become the Cabbage Patch Dolls of the 1993 holiday season — and that would be too bad. Cabbage Patch Dolls never oozed blood and kids were never taught to rip off their heads or tear out their hearts and spinal cords, but that is exactly the kind of gory violence that is found in some of the games that are on the market right now.' The Senator implied that if the videogame industry didn't clean up its own act, then he would make sure that laws were passed to do it for us. In subsequent interviews, the Senator has claimed that 'People who play violent videogames will have a tendency to be more violent, or at least less struck by violence in real life.' He also argues that kids watching TV are observers, but kids playing videogames are participants,' and that this somehow makes the effects of violent content even worse.

The trouble, of course, is that none of these politicians actually have any proof to back up their claims. And some experts are willing to argue against their reasoning.



A Lizard guy takes it in the gut in this scene from *Turok: Dinosaur Hunter*. Can videogame violence dull gamers to the real thing?

Professor Henry Jenkins, the director of Media Studies at M.I.T. [Massachusetts Institute of Technology] says 'I don't think Senator Lieberman's confronting the real problems. I think his campaign is an attempt to focus on a symptom rather than on the problem.' He goes on to conclude his analysis of the debate by arguing that, 'If you really want to control violence in society, I don't think you start with videogames.'

The videogame industry has, however, established a ratings system to keep Senator Lieberman happy (through the trade organization IDSA), but otherwise has basically carried on like before. If anything, the violence has gotten worse. There are four main reasons for this:

First, *Night Trap* actually sold more after Senator Lieberman criticized it on national TV. Digital Pictures' Tom Zito recalls, 'the sales of *Night Trap* accelerated tremendously during the period when it was almost impossible to turn the television on at night and not see a ten second clip from the game.' The lesson here is that controversy sells. (You want more proof? When Dr Walsh of the National Institute of Media and the Family presented



At one time the king of the gore gushers, most gamers now view *Mortal Kombat* as very tame, when compared to later titles.

JUST WON'T DIE



You can blast denizens of Hell right back to... um, Hell in *Doom 64!*

his annual 'Top Ten Worst Offenders' list of violent videogames on TV last December, Lee Jacobson of DigiFX Interactive actually criticized the list for not including its *Harvester* game!)

Second, after the Genesis version of *Mortal Kombat* (which did contain all the original's blood) sold considerably better than the SNES version, the videogame industry has learned that gamers don't want coin-op conversions that don't contain 100% of the original's features — just look at the controversy surrounding the removal of road-kill from the N64 version of *Cruisin' USA*.

Third, the establishment of a ratings system has allowed companies such as Nintendo to safely allow violent games for its system. As long as they make sure that violent N64 games are marked with the appropriate warnings, then it can let Acclaim, Williams, and whoever else include as much blood as they want.

And last, game designers have learned that violent content is a useful tool in making sure that games are fun to play. Id Software's Jay Wilbur explains how violence was put to good use in *Doom*: 'In *Doom*, when you walk into a fully-lit room and you see a rocket launcher right in front of you, you desire it, you grab it easily and you think 'great!' But then the door slams shut, the lights go out and creatures flood you from all sides. Now that turns the nob on the adrenaline dial up a notch. And it's that perceived danger and adrenaline rush that makes *Doom* such a fun game to play.'

Digital Pictures' Tom Zito agrees that violence can be used creatively to enhance a players' feeling of involvement in a game. 'One of the classic movie techniques of motivating people to care about characters is to present a very real threat to the characters. So, with *Night Trap*, we created a violent environment in which you had to go in every room, because if you don't catch these bad guys, they might hurt somebody.'

Pretty much the only thing that is guaranteed is that as better and better videogame hardware enables more sophisticated graphics — and hence more realistic violence — the debate is only going to intensify. The next two games destined to be at the center of controversy are *Final Fantasy VII* (will Sony make Square remove its 'mature' content or not?) and the new *Castlevania* (is that really a depiction of a blood-drenched crucified Jesus figure in early screenshots?) So should you, as a clear-thinking gamer, be concerned about videogame violence? Personally, we like the final analysis of Id Software's Jay Wilbur when he concludes that, 'Playing videogames is a great release of violence, and this is a belief that is echoed back to me by countless experts in the field'.

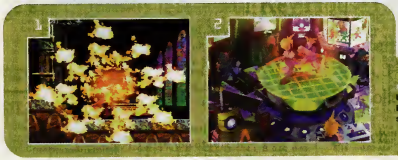
ULTRA Game Players would ask the people who claim that violence is caused by videogames to explain the Middle Ages, one of our most violent periods. What made them commit wholesale mayhem? After all, they didn't have videogames...



Cruisin ' USA offers high speed mayhem for those bored with the daily commute.

Final Fantasy VII may cause quite a stir with its controversial mature content.





The Japanese version of *Castlevania X* is rumored to have a burning cross in it. Two characters take it out in the Casino level in *Final Fantasy VII*. While there's no blood, several other scenes may stir up the Moral Majority.

NEWS FEED

•Engage Games has joined forces with Jones Communications for high speed access to its gaming service. Jones has been offering cable and coax network access to the Internet for more than a year and will be acting as one of Engage's primary distribution partners. • A slight argument broke out about the selection and nomination of SPA (Software Publishing Awards) winners for this year. Lead primarily by Apogee chief, Scott Miller, who asserted: 'The SPA is the whole software publishing organization,' he told Next Generation Online. 'And so these might be perceived as being kind of like the Oscars for gaming. But how could you assess a game like *2015* above either *Quake* or *Duke?*' SPA responded by stating: 'In order to win a nomination, publishers must submit their game to the judges. A panel of 175 journalists and industry representatives then choose the games which go forward to the final.' • Constant one-upsmanship continues to be the norm in the systems wars. Nintendo, Sony and Sega continuously fired shots at one another regarding their sales figures for the Christmas season. Nintendo pointed to TRYST reports for verification of holding nearly 50% of the sales for last Christmas, while Sony brought forth its own figures claiming to be

continued on pg 14

MPLAYER FIRES SHOTS IN ONLINE GAMING WAR

Mplayer shocks online community with new dual price structure and revenue model

Following the lead of some ISPs, such as Bigger.net, Mplayer will offer many free services to subscribers through the support of advertising. While most games will be available in the free sections of Mplayer, a new premium service called Mplayer Plus will be launched that will provide access to some more exclusive games and additional services, such as special promtions, tournaments and more. This service will cost $30 per year, as opposed to the previous price of $20 per month.



The Mplayer logo promises more exclusive games at lower prices!



Kristin Asleson is the Vice-President and General Manager of Mplayer.

Mplayer may have placed itself in the same situation as AOL did when it drastically changed its price structure. 'When you look at AOL, they are acting as a POP provider more than anything else', says Kristin Asleson, Mplayer's vice-president and general manager. 'Mplayer doesn't act as a provider and relies upon people's existing connections. Secondly, for AOL to upgrade their mini-based system and network, they are looking at a potential expenditure of millions of dollars. For us to upgrade, we just throw a few more pizzaboxes [servers] along our backbone that cost us a few thousand dollars each. It's really a different system.' So far, Mplayer hasn't really faltered in terms of performance, even under the new load, but it is still too early to tell if they will be able to keep up in the face of continued increases in traffic.

Mplayer's competitors seem to have hardly blinked in the face of the announcement. TEN dismissed the Mplayer move by saying 'this move shows that Mplayer has given up as far as offering a premium service is concerned. They are scrambling for a new business model.' Engage also paid Mplayer's decision no mind when it recently announced its hourly price model. About the only other service which followed suit was SegaSoft's Heat gaming network, which will be offering both free and premium portions of its services.

Interestingly enough, GSK, SegaSoft's parent company, also owns a stake in Mplayer and as a result, Heat will be utilizing some of Mplayer's technology in its own service.

Clearly the big winners in this situation are the gamers who were curious about online gaming, but were either unwilling or unable to pay for such a service. Further, the ease of use provided by a gaming service will enable large numbers of gamers, who would have otherwise been unable to connect to the various other free gaming solutions due to technical difficulty (MUDs, Quake servers, etc.), to now join the online gaming revolution. With luck, other services will eventually come around to Mplayer's model and bring even more of the mainstream market into the online gaming community.







As these screen shots from Mplayer's website show, gamers will be able to get a lot more from the service, such as news and chat rooms, as well as games.

continued from pg 13

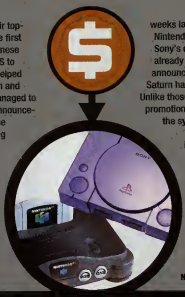
number one in sales for the same period. • 3DO had a round of layoffs in their development and marketing personnel. A number of projects were canned, but reportedly none of them were public knowledge. More than 20 employees were released. • Infogrames has acquired Philips Media's division, thus signaling the end to yet another mammoth company's involvement in the game industry. With the transfer, Infogrames adds the Dutch company's subsidiary to last year's acquisition of Britain's Ocean. As part of the deal, Infogrames will gain control of a number of European distributors, Philips' back catalogue, and its development staff. • Nintendo's Hiroshi Yamauchi drew attention to himself at a press conference where he stated that 'most of its [Sony's] software titles are silly and boring' adding that 'a flood of uninteresting and boring software will destroy Japan's videogame market'. Yamauchi, in combative form, also claimed that Sony's acquisition of *Dragon Quest* and *Final Fantasy VII* to PlayStation would have 'virtually no impact on Nintendo's business'. • THQ saw massive increases in profits in its last fiscal year. Sales for the year ended December 31st were up 51% to $50.2 million, while profits increased from $600,000 in 1995 to $1.9 million. The

continued on pg 16

PRICE WARS ENSUE AGAIN

Sony and Nintendo are taking off the gloves in a no- holds-barred price war

Gamers the world over are jumping for joy, as Nintendo and Sony both drop the prices of their top-of-the-line gaming consoles. Nintendo was the first to drop price to approximately $130, but only in the Japanese territory . Sony then countered with a price drop in the US to $150 and to similar price points world-wide. The move helped steal much of the press from Nintendo's recent European and Australian launch. A little over a week later, Nintendo managed to completely botch what was to be their next price drop announcement. Having spoken to certain members of the Japanese press, Nintendo let it slip that a price drop was happening to match Sony's new price world-wide. After the less than stellar coverage, it decided to cover up the announcement by backpedaling and claiming that it was the result of a mis-translation. Nintendo continued by stating that it would place the decision of price drops into the hands of each of its subsidiaries (e.g. Nintendo of America). Such a move is unprecedented in Nintendo's history, where NOA typically has to ask permission to blow its nose.



Much to no one's surprise, not more than two weeks later, Nintendo of America dropped the price of the Nintendo 64 in the US to $150. Both Nintendo's and Sony's drop has really put additional pressure on an already harried Sega. While Sega has yet to make any announcements regarding price changes in the US, the Saturn has matched price in the Australian and UK markets. Unlike those markets, Sega of America still has its triple pack promotion running, where three games are packed in with the system.

In the mean time, Sony and Nintendo are increasing their manufacturing capacities to keep up with the increased demand at the new price points. Sony is expected to be churning out nearly 1.5 million units per month, while Nintendo is right behind them at approximately 1.2 million. Sega's plans for manufacturing for the remainder of 1997 puts it at a distant third with only 4.5 million for the remainder of the year.

With trends being what they are, consumers may see $99 or $129 PlayStations and Nintendo 64s by Christmas.



OPTIONS

Rating Key
- PREMIUM ★★★
- STANDARD ★★
- DEFICIENT ★

- RATING: ★★★
- PRODUCT: Pilot 5000
- COMPANY: U.S. Robotics
- SYSTEM: PC, Mac Compatible
- PRICE: $299.00

As the technological revolution rages on, there are a number of products developed that are revolutionary in concept, but somewhat lacking in execution. The Newton from Apple Computers was one such product. The idea of a portable handheld computer that worked like a note pad was ground-breaking, but ultimately, the Newton was too big, too costly, and spotty hand recognition software made it awkward to use.

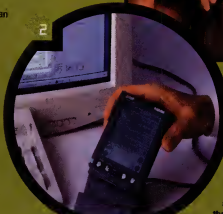
By reigning in their design parameters, U.S. Robotics has produced a PDA (Personal Digital Assistant) that turns every negative the Newton had into a positive. Small enough to fit into a shirt pocket, the Pilot 5000 weighs just 5.7 ounces and can run for about 8 to 12 weeks on just 2 AAA batteries. At a suggested retail price of just $299 ($249 for the Pilot 1000), the unit becomes indispensable in organizing the information that is usually scattered between a person's wallet, planner, briefcase, bookbag, or purse.

The Pilot 5000 can hold up to 2500 addresses, 2400 appointments, 500 to-do items, and 500 memos. The less expensive Pilot 1000 has the capacity to store 500 addresses, 600 appointments, 1000 to-do items and 50 memos. Information can be input using a stylus pen or by calling up an on-screen keyboard. Unlike the Newton, the Pilot doesn't recognize an individual's handwriting, but rather the user learns to write in a language called Graffiti which allows the Pilot to recognize letters written to its own specifications. This process is easier than it sounds and it also avoids all the problems associated with a PDA having to read a specific individuals handwriting – most people will be writing with no problem in about 20 minutes.

A handy program called the Pilot Desktop also comes complimentary with the PDA and allows the user to enter and back-up data via a desktop PC or Mac. Through a process called 'HotSync'-ing, the Pilot synchronizes new information entered on the PDA or PC automatically with the push of just one button.

Despite all the Pilot 5000's superb features and organizational abilities, the feature that will be of most interest to gamers is the ability to download games from the Internet onto this portable hand-held unit. Among the dozens of games currently available are a *Tetris*-clone called *Blocks*, an *Asteroids*-clone called *Reptoids*, and even a *Space Invaders*-clone. General gaming titles like *Black Jack*, *Solitaire*, *Chess*, *Reversi*, and *Concentration* are also available with the list growing everyday. There are a number of sites that offer these shareware and freeware titles, with a number of them linked to U.S. Robotics' site at www.palm.com. All of the games work remarkably well and the experience is akin to the gameplay of Nintendo's Gameboy. Sure, the Pilot 5000 costs more, but the superb all-around capabilities of the unit make it a purchase easy to justify.





1 The smallest PDA on the market, one-touch synchronization with PCs makes the Pilot 5000 an invaluable tool for work AND play.
2 Appointments, addresses, calculator, memos, to-do lists... and GAMES! All in a unit that fits in a shirt pocket...

Reptoids Info



There are dozens of games that can be downloaded from the Internet. This one called *Reptoids* has a peculiar resemblance to a little game called *Asteroids*.

NEWS FEED continued from pg 14

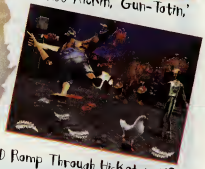
company released 31 games last year compared with 24 in '95. They included *Sim City 2000* and *NHL '97* for SNES, as well as *Urban Strike* and *FIFA Soccer* for Game Boy. • With the release of Square's *Final Fantasy VII*, a new trend in Japanese retail buying habits has been set. Companies like Sony are making sure that the kind of shops where you would normally buy magazines and candy, are well stocked with videogames. The release of *FFVII* was dominated by sales through one chain of retail outlets - Digicube. The chain of corner convent stores sold nearly 1 million units of the game — which approaches nearly one in three of all copies sold. • Sony has announced that *Final Fantasy VII* will be released in the US on September 7, 1997. The September 7th - 9th timeframe has traditionally been the launch date for many important items for Sony, including the PlayStation itself in 1995 and *Crash Bandicoot* in 1996. • Sega laid off 65 members of its staff in the marketing and director level positions. • Mplayer has launched the Mpath Foundation which aims to 'build long-term relationships' with companies looking to create their own online entertainment services. Essentially, Mpath, Mplayer's owner, is hiring itself out to companies wishing to set up services for their own games. •

Y'ALL SHOULD SEE THE PIG!

All The KILLIN',
Twice The HUMOR...
Half The INTELLIGENCE.



An Ass-Kickin,' Gun-Totin,'



3D Romp Through Hickston, USA

Down Load the Interactive Preview At:
www.interplay.com

REDNECK RAMPAGE™

MATURE M AGES 17+ ESRB

KATRIX entertainment

Interplay
BY GEEKS, FOR GEEKS.™
By Redneks, For Redneks

©1997 Xatrix Entertainment Inc. All rights reserved. Redneck Rampage is a trademark of Interplay Productions. All rights reserved.
Interplay is a registered trademark of Interplay Productions. All rights reserved. Interplay is the sole publisher and distributor. All other trademarks and copyrights are property of their respective owners.

WIRETAP

Here are a few notes from the underground... Load them at your leisure...

Square to do Arcade Titles

Rumor has it that Square and Namco have entered talks about the possibility of a joint arcade venture. Allegedly, Namco has been impressed with Square's ability to expand its traditional RPG niche into the fighting *(Tobal No. 1)* and racing (mini-games within *FFVII* and its *AGUES* racing title) genres. Sources inside Namco have indicated that 'the driving and snowboard sequences within *FFVII* have really caught our eye'.

Turok for PlayStation

Rumors have been circulating that *Turok* will soon be finding its way to PlayStation. The Nintendo 64 first-person shooter was released in March, but developer Iguana is understood to be planning a PlayStation game based around the *Turok* world. Insiders say the game will maintain elements of the N64 title, but will be story-boarded from scratch. Rumors of a sequel for Nintendo 64 owners are also doing the rounds. Expect more dinosaurs, new weapons and of course, more varied levels.



Scavenger in Trouble?

At last year's E^3, Scavenger looked to be one of the most promising developers at the show. It had a number of graphically amazing Saturn and PC titles, in addition to one of the coolest designed booths at the entire show. In less than a year, it seems that Scavenger has all but disappeared. Its games have been more than six months late, and its flagship title, *Into the Shadows*, has been canned entirely. GT Interactive, who held the publishing rights to the majority of Scavenger's projects, has entered legal discussions with the company over breach of contract, especially over *Into the Shadows*, which reportedly had more than $3 million already invested in development and marketing. To lend further credence to the rumor of Scavenger's demise, both the US or UK offices for the company have had their phone lines disconnected or completely unanswered for the last few months. For a company that was at one point in time estimated to be worth more than $50 million, all is not well in the Scavenger camp.

Sega and Nintendo to Match Sony Price Drop



There is little doubt that while Sega and Nintendo have publically paid little mind to Sony's bold price drop, both companies will almost certainly match the price in the coming weeks, or at the latest by E^3. Nintendo's George Harrison has gone on record stating that: 'What Sony does [with regard to pricing] doesn't concern us. We have sold all available units through the end of April, and as such, we have no need to match price.' In the meantime, Sega has reportedly already matched Sony's price in Australia, but Sega of America is still claiming that it has no current plans to match in this market. Industry pundits have little doubt that both companies are fighting a losing battle in seeing who will blink first in the price war. Eventually, all competitors will be at the $150 price point or lower.





Jobs Eating Apple?

Recently, insiders at Apple predicted that Steve Jobs, one of the co-founders of Apple, will be making a play to gain control of the company. Since Next's (the company Jobs previously owned and ran) incorporation into Apple, Jobs and his cohorts have moved into positions of influence at Apple. Jobs denied that any such move was afoot.



Is STEVE JOBS looking for a bigger piece of the Apple pie?

BITS & BYTES

• In 1998, *Super Mario 6400* will make its debut. Sources have indicated that players will be able to control a number of different characters including Luigi, Yoshi, Toad, Princess Peach and, of course, Mario. • At a recent press conference, Sony has indicated that it will be hardware constrained for the foreseeable future. It has also revealed that current manufacturing capacity for the coming year is about 1 million units a month. With these figures in mind, and with the current world-wide sales ratios, it is expected that Sony's US installed userbase by the end of this year will be approximately 6.8 million units. • Inside sources at Capcom have indicated that *Darkstalkers 3* will be arriving home on both Saturn and PlayStation in time for Christmas in Japan. There is no word yet whether the US will be fortunate enough to receive the game in the same timeframe, but a few months lag is not unusual. •

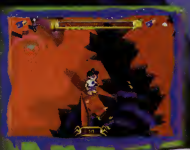
Sweet Dreams.

In the nightmarish world of the Swagman, members of the Dreamflight are being held captive. The twins Zack and Hannah need your help to make the night safe again for happy dreams.

Explore the eerie house of the real world and learn the bizarre secrets of the dream world with Zack and Hannah in 6 massive levels of adventure with 16 graphically intense 3-D settings.

"Swagman is eye-popping!"
-GameFan

"Swagman's dream-like graphics and involving gameplay will capture the player's imagination!"
-PS Extreme







KA

PlayStation

CORE

SwagMan

EIDOS INTERACTIVE

www.eidosinteractive.com

SWAGMAN, CORE and Eidos Interactive are trademarks of EIDOS, PLC. © 1997 EIDOS. The ratings icon is a trademark of the Interactive Digital Software Association. Eidos Interactive, 303 Sacramento St., San Francisco, CA 94111

For Swagman hints and tips: CALL 1-900-77EIDOS $.95 per minute / Must have touchtone phone / If under 18, must have parent's permission



HYDROFOIL MODE:
Approx. height above ocean surface: 5'8"



SURFACE WEAPONS:

2.75' Shrike homing missiles
2.75' Blowpipe heavy rockets
2.75' F-90 cluster munitions
25mm GAU-90 4 barrels rotary cannon
1" Stiletto salvo rockets

A killer submarine.
A deadly hydrofoil.

SUB-SURFACE WEAPONS:

2cm multiheterodyne pulse laser
3" EXT Disruptor sonic torpedo
6" Piranha heavy swarm torpedo
6" Mark-60 Thresher torpedo
6" Mark-65 Moray torpedo
6" Mark-68 Barracuda homing torpedo



SUB-SURFACE MODE:
Hull pressure resistant to 1100 meters





SPACE

PlayStation



2060 A.D. The Red menace has resurfaced.

The sea boils with submarines and battlecruisers, blood and oil.

The skies are dark with enemy birds.

Tigershark has been deployed.

A fully-loaded subfoil prototype.

Forged for war. Built for speed.

Dead set on destruction.

Underwater. And over it.

Tigershark is hungry.

The feeding frenzy is about to begin.

The ultimate war machine...

COME HELL AND HIGH WATER



TIGERSHARK™

THE PERFORMANCE OF THIS PRODUCT HAS BEEN OPTIMIZED FOR USE WITH INTEL'S MMX™ TECHNOLOGY

Tiger Shark™ © 1997 n-Space, Inc. All Rights Reserved. Created by n-Space, Inc. Distributed by GT Interactive Software Corp. Windows® and Windows® are registered trademarks of Microsoft Corporation. PlayStation™ and the PlayStation Logo™ are trademarks of Sony Computer Entertainment, Inc. GT™ is a trademark and the GT Logo® is a registered trademark of GT Interactive Software Corp. n-Space™ and the n-Space Logo™ are trademarks of n-Space, Inc. MMX™ is a trademark of Intel Corporation. All other trademarks are the property of their respective companies.

GT Interactive Software

all SQUARE

in love and war



https://www.ultragp.com

the complete list of square games

The Square name might be emerging slowly over here, but it has been a massively prolific publisher in Japan for years - Just check out this (almost) complete list of its games.

THE *FINAL FANTASY* SERIES

F. F. I
F. F. II Japanese
F. F. III Japanese
F. F. II
F. F. V Japanese
F. F. III
F. F. VII
F. F. Adventure
F.F. Legend I
F.F. Legend II
F.F. Legend III
F. F. Mystic Quest
F. F. SGI Demo
F. F.Tactics

SQUARESOFT AMERICAN RELEASES

Breath of Fire
Bushido Blade
Chrono Trigger
SaGa Frontier
Secret of Evermore
Secret of Mana
Super Mario RPG
Tobal No. 1
Tobal 2

JAPANESE SQUARESOFT TILES

Many of these are now famous, but we've explained the early, obscure ones for the curious, or friend-deprived.

Tegu2zer (Famicom Disk, shooter)
King's Knight (Famicom Cart, shooter)
Suishou No Ryuu (Famicom Disk, adventure)
Tobidase Daisakusen (Famicom Disk, 3D shooter)
Appletown Monogatari (Famicom Disk, simulation game)
Haokun No Fushigina Tabi (Famicom Disk, action game)
Jikkaishoumen Met & Mag (Famicom Disk, puzzle game)
Highway Star (Famicom Cart, racing game)
Karin No Ken (Famicom Disk, action RPG)
JJ (Famicom Cart, 3D shooter)
Deep Dungeon II (Famicom Cart, RPG)
Akkusenki Rajiin (Famicom Disk, shooter)
Moonball Magic (Famicom Disk, board game)
Hanjuku Hero (Famicom Cart, simulation)
Square's Tom Sawyer (Famicom Cart, RPG)
Makaitoushi SaGa (Game Boy, RPG)
Selken Densetsu (Game Boy, RPG)
Jikuuno Hasha SaGa 3 (Game Boy, RPG)
Selken Densetsu 2 (Super Famicom, RPG)
Bahamut Lagoon
Front Mission
Live A Live
Romancing SaGa
Romancing SaGa 2
Romancing SaGa 3
Rudra's Secret Treasure
Selken Densetsu 3



THE MOSTLY SQUARE SHAPE OF THINGS TO COME

Here's a closer look at the goodies Sony and Square are teaming up to bring you later this year. *Bushido Blade* and *Tobal* fans get a double treat, with full previews of each game in the preview section.

bushido blade

Bringing fighting games into the real world

3D play areas make this fighting game a real original.







Square is really pushing the frontiers of fighting games, first with *Tobal* and now with *Bushido Blade*. Although lots of newer fighting games give you the opportunity to use weapons, *Bushido Blade*'s focus on swords and their correct use is unique. *Soul Blade*, for all its glory, is a pretty straightforward fighting game. *Bushido Blade* rewrites the rules.

This is truly 3D fighting. You are not limited to the standard square arena. In fact, you can run around the *Bushido* levels at will, climbing up onto platforms, or leaping into fast-flowing rivers. Square wanted to create a realistic fighting environment, and it seems to have done a pretty good job.

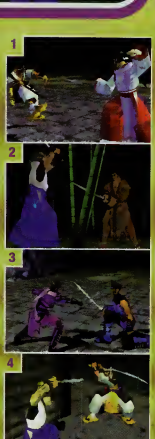
The premise is simple, but it adds up to a deep and complex game. Six fighters, a selection of the deadliest fighting implements you ever saw and a very rigid sense of honor add up to one very original game.

Although most fighting games rely on spectacular moves and special powers, *Bushido Blade* draws its addictive nature from subtlety and style. OK, so pulling off a tough fatality in *Mortal Kombat* is pretty cool, but any move can be fatal in *Bushido* — you just have to do it perfectly.

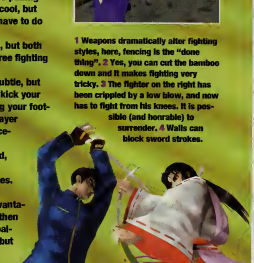
The selection of moves is fairly standard, but both attacks and blocks depend on which of the three fighting stances you choose.

The fighting arenas are also filled with subtle, but important touches, like a wind that can really kick your butt, or a fast flowing river that makes keeping your footing tougher than defending your life. In one player mode, this makes for an interesting combat scenario. In two player mode, it makes for some interesting swear words as you fall into a pond, only to be killed by a leaping Samurai.

Each fighter has different physical abilities. Remember this when choosing your weapon. Choosing a weak female fighter may be disadvantageous if she is wielding a heavy hammer, but then she can still run pretty fast. Getting the right balance of character and weapon seems simple, but you'll be surprised constantly. *Bushido Blade* is a learning experience.



1 Weapons dramatically alter fighting styles, here, fencing is the "done thing". 2 Yes, you can cut the bamboo down and it makes fighting very tricky. 3 The fighter on the right has been crippled by a low blow, and now has to fight from his knees. It is possible (and honorable) to surrender. 4 Walls can block sword strokes.



THE HISTORY OF SQUARE

Square started life as the software development arm of a larger firm, called Denyuusha, and actually released its first game in 1983, for a Japanese personal computer. The tiny software division enjoyed limited critical and financial success for the next couple of years, but it wasn't until 1985 that things began to take off — the year Square was granted a Nintendo development license.

Its first Famicom (NES) game was a shoot-'em-up called *Tegüzar*, with less than impressive graphics. Hardly an auspicious start, but the gameplay was sound and Square did well with the title, so well, in fact, that in April of 1986, it moved to larger offices in the expensive Ginza district of Tokyo. The software division had grown so large that it managed to lever independence from Denyuusha, its parent company and created Square Co. Again, growth meant that, by September 1986, it was forced to move to even larger offices. Square would release one more shooter, a game called *King's Knight* for the Famicom, before a new style of game would change its course and history forever.

In December of 1986, Square unveiled *Suisho No Ryuu*, a disk based game for the Famicom (the disk drive was only released in Japan and eventually failed) with a then unique adventure premise. They went further later that month with the release of *Deep Dungeon*, an out and out RPG. Both games were well received, especially *Deep Dungeon*. Japanese players and press were enamored by Square's involved and entertaining storyline for the game.

Square became the leading producer of software for the Famicom disk drive and, for the next year, released a bunch of high quality games, across all genres, but in December of 1987 its most pivotal game was released, on cartridge, for the Famicom. It was called *Final Fantasy* and it was a massive, massive hit. Actually, if *Final Fantasy* had been released on disk instead of cartridge, it may have sunk into obscurity forever.

It has been suggested that *Final Fantasy* is really a sequel to *Deep Dungeon*, Square's first RPG. Square certainly saw the value of sequels, because most of its revenue and success is built upon the growth of the *Final Fantasy* series. In fact, *Final Fantasy II* was released in December 1988, the first anniversary of the original game. This timeline was to become important to Square, but like any games company, it would suffer from delays — the scheduled December 1989 release date for *Final Fantasy III* became April 1990 — a firm commitment from Square that quality was more important than any other factor.

Square didn't have the whole RPG market to itself, though. Enix Software had just as great a relationship with Nintendo and was selling just as many copies of its *Dragon Quest* RPG series. Although *Mario* was of paramount importance to Nintendo, it can be argued that Square and Enix both contributed as much as the plumber to continued Nintendo success. Ironically, both companies would throw a wrench in Nintendo's works at the same time.

Any rivalry between Square and Enix was pretty friendly. In fact, the continued growth in quality in both the *Final Fantasy* and *Dragon Quest* games can be seen as the healthiest

form of competition. Each company tried continually to make their RPG the best, mostly succeeding in turns.

By 1990, the Famicom was struggling against new consoles from NEC and Sega (PC Engine and Mega Drive, respectively) and Square was diligently working on a version of the game for Nintendo's new 16 bit machine, the Super Famicom (Super NES in the US) this time taking advantage of the Sony sound chip built into it — raising the stakes musically for every game producer in Japan.

In one of the biggest upsets ever seen in the video game industry, Square announced to the world in 1996 that *Final Fantasy VII* would not be produced as planned for the Nintendo 64, but instead for the Sony PlayStation, a move even more shocking because at that time, PlayStation was all but level with Saturn. Why did Square choose Sony over Sega? Why Sony over Nintendo?

In many ways, the initial choice was made for Square by Nintendo itself. The N64 had been delayed several times. Development specifications had been changed and canceled and perhaps the last straw was that the machine was to be cartridge based. Square's *Final Fantasy* series was already outgrowing SNES cartridges. The memory requirements of next generation systems are huge. RPGs are in essence, very simple. Although *Final Fantasy* is a spectacular-looking game, the actual gameplay would work well on any system. Those texture maps, cinemas and soundtracks have to be stored somewhere. The N64 might be fine for arcade games, Square apparently reasoned, but RPGs needed the storage space that only CDs could provide.

What about 64DD? Couldn't Square wait until Nintendo's bulky storage device arrived? The fact was that *Final Fantasy VII* had been in production for months when the format change was announced. It could be that Square originally planned to use all those rendered graphics and orchestral arrangements for a Nintendo game, but it seems quite plain that they planned the jump to PlayStation for a long time.

Square's defection from the Nintendo camp was important to Square, but perhaps more important to Sony. The announcement that *Final Fantasy's* next generation debut would be on PlayStation was greeted with gasps of awe and amazement by Japanese gamers, as well as hugely increased sales of PlayStations over Christmas. Many Japanese RPG players were actually pleased by the announcement, reasoning that the PlayStation's superior (to Saturn, at least) 3D capabilities and color palettes would be well suited for the game's conversion.

Although it came as a surprise to US gamers that Square chose to release a fighting game last year, *Tobal No.1* was just another in a long line of action games from Square. Previously, Square had released 3D shooters, platform games, even *Robotron* style blasters. *Tobal* did mark Square's arrival in the US as a major gaming force, rather than an RPG producer with a small US following.

When Square opened the Square LA office, it took yet another step forward. A rumored CGI-based *Final Fantasy* movie seems more likely now, especially with Namco setting the pace by opening a movie animation studio in the US.

So Square still has lots to achieve on a worldwide scale. It may be single-handedly responsible for turning RPGs into a standard gaming format in the US, like fighting or platform games. A new facility is opening in Hawaii soon, and it seems plain that Square is definitely here to stay.

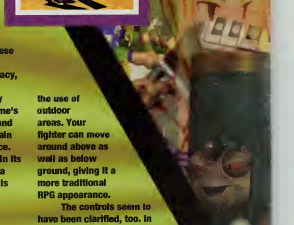


tobal 2

More revolution than evolution.



The controls have remained the same, and everything else has been revamped.



Yes, it was a great game, but *Tobal No.1* suffered in a couple of serious aspects. In many ways, it tried too hard. The story mode was kind of shallow and the fighting seemed vague and incomplete. Both of these issues were solved by long term play, but many felt that *Tobal* needed more immediacy, more instinctive action.

Square apparently felt the same way and, together with Dream Factory, the game's designer, set out to improve the fighting and the dungeon-exploring. The results are plain to see. *Tobal 2* is going to be a masterpiece.

The story mode is definitely a game in its own right, rather than a freebie built into a fighting game. The biggest visual change is the use of outdoor areas. Your fighter can move around above as well as below ground, giving it a more traditional RPG appearance.

The controls seem to have been clarified, too. In the first *Tobal*, your character often felt slow when it came to running around, but here, he's as nimble as a mountain goat. The battle sequences are pretty much the same, but this time with more bad guys, all of whom are preceded by a mysterious flame, so they don't simply appear in your face.

The fighting sequences though, have undergone the most dramatic changes. All the characters now have projectile moves. You can shoot off fireballs, flaming uppercuts or earthquake blasts at will, but you pay a penalty in energy — your life bar diminishes every time you use a projectile.

Much has been said of the new characters and, while there are tons of new faces in the game, only a few are controllable. One is a well-endowed and over-animated girl and another (and this was the worst kept secret in gaming history) is a giant yellow bird named Chocobo. Yup, the same Chocobo found in *Final Fantasy*. A controllable dinosaur and a brilliant heavyweight boxer add to the mix.

Tobal 2 is kind of a no-brainer if you have the original, but we think this is going to appeal even to people who weren't too impressed with the original.



1 The US characters have yet to be named, but this fire-breathing dragon is one of the better ones. 2 The all-new projectile moves are easy to do, but cost energy. 3 The backgrounds too have been improved, with better 3D and more attractive arenas. 4 Kill him.

final fantasy tactics

A new spin on the Final Fantasy universe.



Cute super-deformed characters belie a tough and involving game.

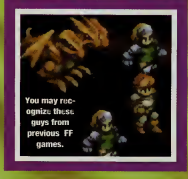


SNES fans may remember a game called *Tactics Ogre* and more recently, a PlayStation game called *Vandalhearts*. *Final Fantasy Tactics* has a near identical premise. RPG combat without the exploration and puzzle solving elements. It's all fighting. In the case of *Final Fantasy Tactics*, it's darned good practice for the battle scenes in *Final Fantasy VII*, but more than that, it's a complex game in its own right.

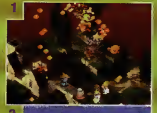
We have to carefully point out that *Final Fantasy Tactics* won't appeal to everyone. It's a hard, hard game from the outset and actually gets tougher as you progress. Battles take place on cool isometric 'boards'. You move your teams of characters (in turns) around on the board. The 3D nature of the board allows you to use the 3D objects for attack or defense advantage. Usually, your attacks will be stronger from on high, but you'll be pretty exposed for a return of fire.

In many ways, playing *Final Fantasy Tactics* is like playing a flexible game of chess, where the knights and pawns can escape from their usual confines. It definitely requires patience to master, but *Final Fantasy* fans will appreciate the inclusion of their favorite heroes and villains, like Cloud Strife and Aerith Gainsborough.

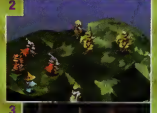
Strangely enough, Square has managed to incorporate a bunch of secret stuff in an otherwise dry and serious strategy game — little nuggets of goodness for your delight and delectation. Chocobos, anyone?



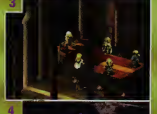
You may recognize these guys from previous FF games.



1



2



3



4

1 The 3D nature of the "boards" will affect your fighting strategies. 2 Although the game style is kind of dry, the graphics are really, really pretty. 3 Battles happen inside as well as out. 4 Alexei Attack of the big evil dragon.

ANDREW HOUSE IN THE HOUSE

He's the VP of Marketing for Sony and one of the main reasons Sony and Square are invading your gaming space. We cornered him for ten minutes to get the skinny on Square, Sony and the future of PlayStation gaming.

UGP: Who are you?

AH: This is an existential question, isn't it? Well, I'm Andrew House, the Vice President of Marketing for Sony Computer Entertainment America. When I left college, I went to Japan for two years and taught there. I joined Sony in 1990 and ended up getting involved in its hardware division. I came over to the States in February, last year. I think that this is the most fun part of the company.

UGP: Which game company do you most admire, other than Sony and why?

AH: I think a couple, really. One of which may be pretty obvious — Square. I admire its commitment to quality and its development of huge resources, all pointed towards a creative vision. I also very much like Artdink. Its prepared to take risks, do something that's different... a very nice bunch of people.

UGP: What do you hate most about the games industry?

AH: I honestly can't think of anything I hate about the games industry.

UGP: Go on, what about those snooping, irresponsible Games Magazines?

AH: No, really, I can't think of anything.

UGP: What's your favorite game?

AH: Defender. I think because I managed to break and finish the game in the arcades. More recently though, Warhawk is one of my favorite PlayStation games. I think it was pretty underrated.

UGP: How do you think Square's decision to make PlayStation games affected the N64 and Saturn markets?

AH: I'd rather talk about the effect that decision had on PlayStation. If you read the initial press releases Square put out, CD was obviously a very big concern. I think it wanted to make sure Final Fantasy VII would be an immersive experience, audio, gameplay and I think that CD ROM and PlayStation were an obvious choice.

I think it has to be considered as a blow to N64, a blow in terms of its format. It should be stressed that it [Square] is still a multi-format game publisher in essence. It is still free to publish on other systems.

UGP: How important is the square library to sony in the us?

AH: I think it's very important to us. It allows us to broaden our market into the important RPG sector and Square has so many other exciting titles, Bushido Blade, Tobal 2. Wonderful games.

UGP: How long will Sony be publishing Square titles in this market, and will we see Square publishing games itself?

AH: Its a deal that comprises a set number of games. Beyond that, we'll have to wait and see.

UGP: Does Sony think that the RPG market is currently important in its own right, or do you see yourselves as evangelists, promoting this genre in the US?

AH: If we are evangelists, we're evangelists in the sense of introducing variety, a breadth of different game styles. There is a different way of approaching the games market than simply a limited number of titles spaced out. We want to see creativity and variety in the marketplace. The PlayStation business model allows smaller, creative companies to be involved in that process. We're evangelists for game quality and creativity, not necessarily for just one type of game.

UGP: How do you respond to hardcore RPG fans who worry about the tiniest details when it comes to translation of their favorite Square games (censorship debacle etc.)?

AH: You're always going to have a hardcore fan out there. Square's games strongly exemplify this. There's this whole debate about censorship from Sony, but the localization and translation of FFVII is a joint effort between Square and Sony. We will make every effort to preserve the quality. It's not really an issue that we have control over anyway. Sony can't just take ownership of [a game] and do what they wish. A lot of Sony people come from the music division and they understand how important it is to try and preserve artists' rights.

UGP: Does Sony have any plans to pick up publishing rights for other under-represented Japanese softcos, such as Enix or Hudson Soft?

AH: I really can't say. I wouldn't rule it out, but we haven't gone down that path yet. It's very much a question for Enix and Hudson Soft to answer. Of course, anything is possible and it is something we will explore.

UGP: When was the last time you actually bought a game yourself?

AH: Honestly? I bought a copy of Wave Race 64. I bought it in Tokyo so that one of the guys in the office could evaluate it.

UGP: Did you play it?

AH: Might've done.

UGP: What is Sony's plan for the next five years?

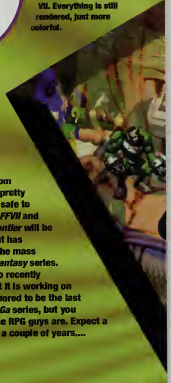
AH: It's such a fast moving industry, you'd be very brave to make those kind of long term predictions. We see PlayStation as being around for quite some time. Currently our plans are all focused on making PlayStation the first truly successful mass market machine. I can't put a time scale on that. We want it to appeal across all demographics, penetrating more than just the games market. We couldn't be happier at the moment, having had a fantastic Christmas. We're happy with the new pricing structure and it's going to be a great year.

saga frontier

Not to be outdone by Final Fantasy VII...



Some people may prefer the cartoony style of SaGa Frontier to the realism of Final Fantasy VII. Everything is still rendered, just more colorful.



SaGa Frontier **is the fourth and latest in the *Romancing SaGa* series, although this time the plot and characters are in the 'side story' vein, inhabiting the same 'universe', but with different features, heroes and villains. There's plenty of stuff you'll recognize from the previous games, though.**

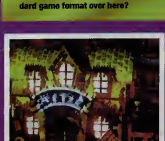
Although this is likely to be eclipsed by *Final fantasy VII*, it will have a strangely ironic appeal to *Final Fantasy* fans, given that it shares the *Final Fantasy III* fighting engine style. The battle sequences take on a more traditional isometric viewpoint, rather than the elaborate 3D modelling used in *FFVII*. Battles are actually tougher, too.

Music fans will get a lot of mileage from *SaGa Frontier*. The game will feature redbook CD audio, with a nice mix of orchestrated scores and original electronic sounds. *Final Fantasy*'s reliance on chip music came as a disappointment for some. Square should also get plenty of mileage when they release the soundtrack independently, later this year.

Picking up *SaGa* is a firm show of commitment from Sony, who has pretty much played it safe to this point with *FFVII* and *Tobal*. *SaGa Frontier* will be a great RPG, but has nowhere near the mass appeal of the *Fantasy* series. Square has also recently announced that it is working on *Final SaGa*, rumored to be the last game in the *SaGa* series, but you know how those RPG guys are. Expect a *Final SaGa II* in a couple of years....

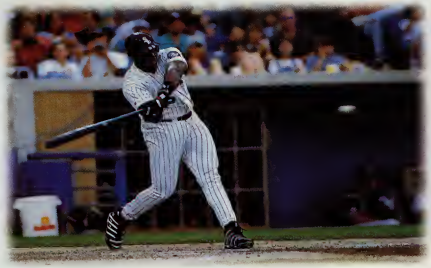






SaGa is a big game, from a big series. The upcoming release in the US may bring a whole new generation into the distinct Japanese RPG style - companies like Working Designs have made a living from the cult status of RPGs, but can they become a standard game format over here?


Paint the corners...
Reebok





ALL 28 3-D RENDERED
MAJOR LEAGUE™ STADIUMS



PHOTO REALISTIC PLAYER GRAPHICS



PLAY BY PLAY CALLS
FROM JON MILLER

...or he'll spray the bleachers.

We could tell you that **ALL-STAR™ BASEBALL '97 FEATURING FRANK THOMAS™** has every feature you ever wanted (because it has). But every ball player will tell you he can hit. Or pitch. Or field. It's how you play that matters.

Just like an All-Star, we're bringing you the complete package. Intuitive. Fast. Accurate. Consistent. And multi-talented. Because an All-Star isn't just a pitcher. He's a fielder, too. An All-Star isn't just a batter. He's a threat to steal. An All-Star isn't just a catcher. He's a pitching coach. An All-Star is a workhorse. And a stallion. An All-Star is a player. All the time.



FULL SEASON TEAM AND
PLAYER STATS



TRADE PLAYERS BETWEEN TEAMS



ALL-STAR 1997 FEATURING FRANK THOMAS

A PERFECT GAME

Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. OFFICIALLY LICENSED BY MAJOR LEAGUE BASEBALL PLAYERS ASSOCIATION. Officially licensed by Big Hurt Enterprises, Inc. PlayStation and the "PS" logo are trademarks of Sony Computer Entertainment, Inc. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. All rights reserved. Acclaim is a division of Acclaim Entertainment, Inc. © & © 1997 Acclaim Entertainment, Inc. All Rights Reserved. Screen shots shown were taken from the PlayStation version of the videogame.

www.majorleaguebaseball.com

Acclaim entertainment, inc.

www.acclaimsports.com

ATOMIC BOMBERMAN™

"The Best Multiplayer Game Ever"
Next Generation March Cover Story

"It Will Rock"
Electronic Gaming Monthly

"Editors' Top Ten"
Ultra Game Players

THE BLAST IS BACK & MORE CHAOTIC THAN EVER!

Since 1989 Bomberman has been defined by gamers as the ultimate multiplayer game. Now "the man" is available in an enhanced 10-player multiplayer package complete with 3D rendered graphics, new character animations, and a vast repertoire of spiteful canned and custom taunts. Keeping true to the original addictive gameplay, you better think fast as you vie for deadly power-ups, race against the clock and blow your opponents to smithereens.



NOW EXPLODING ON YOUR PC!

Interplay

BY GAMERS. FOR GAMERS.™

www.interplay.com

YOU'RE TOAST!

BLOW ME!

HUDSON®

RATING PENDING RP ESRB

Designed for Microsoft Windows 95

©1997 Hudson Soft Co. Ltd. All rights reserved. Atomic Bomberman is a trademark of Hudson Soft Co. Ltd. All rights reserved. Interplay is a registered trademark of Interplay Productions. All rights reserved. Interplay is the sole publisher and distributor licensed from Hudson Soft Co., Ltd. Windows and the Windows 95 logo are registered trademarks of Microsoft Corporation. All rights reserved. All other trademarks and copyrights are property of their respective owners.

PREVIEWS

Want the latest pics and info on the newest games? We got it.

Featuring

We've got some great new titles in our preview section this month! Check out *Manx TT, Wild 9's,* and *Tobal 2!* And, if that wasn't enough to satisfy your previewing needs, we've got yet another installment of our *Final Fantasy VII* preview! Come to think of it, we've had more new stuff on this fantastic RPG than any other mag! Now who else would go into that kind of depth for you, our loyal readers? No one but us, that's who! Let's get it on!

034 Armored Fist 2
033 Bushido Blade
034 Castlevania X
048 Critical Depth
054 Dark Rift
056 Duke Nukem 3D
039 Final Fantasy VII
045 Flying Saucer
032 Manx TT
036 Moto Racer GP
051 Shining The Holy Ark
045 Spawn
042 Tobal 2
038 Top Gear Rally
050 Uprising
051 War, Inc.
044 Wild 9's



032 Manx TT



044 Wild 9's



042 Tobal 2



051 War, Inc.

Manx TT

SYSTEM: SATURN
PUBLISHER: SEGA
DEVELOPER: SEGA
RELEASE DATE: JULY

Knee droppin', gut wrenchin', bug eatin' racing at its finest

Just another in the long list of excellent racing games produced by Sega's AM2 arcade division, *Manx TT* was unequalled in the sense of speed and exhilaration it communicated to the arcade gamer. The question now is whether Sega can manage to capture the essence of the arcade game in its translation for the home. Early indications are that it's on the right track.

The best version of *Manx* in the arcade was the force feedback single player unit which used a hydraulic mechanism beneath the seat to transmit suspension and tire grip information to players via, err... the butt. Combined with the incredibly high frame-rate, *Manx TT* arcade was the next best thing to riding a real bike. Though it is impossible to recreate the feedback experience in the home, *Manx TT*, even in its early alpha versions, is running at 35fps, which translates into incredibly smooth and fast graphics. According to the producer, the completed game should run at about 40fps. Despite the game's frame-rate, there were instances of draw-in problems, but since even the arcade game suffered from this malady, it may be too much to expect that the problem be completely resolved by the time of its Saturn debut.

Gameplay in *Manx TT* lives up to its arcade brethren, but the really intriguing aspect of the game is that it will be analog controller compatible. Motorcycle racing games like *Hang On GP* have always required players to 'tap' inputs when making turns because of the on/off nature of digital controllers. Analog control will allow the player to precisely and smoothly control the amount of lean desired when navigating a turn.

One point of concern (as with all arcade racing game conversions) is the matter of how much depth the gameplay will have. *Manx TT* in the arcade had only two tracks on which to race. Both the Laxey and the Manx track are slated to return in the Saturn version, but extra tracks are limited to the reversed mirror versions of the arcade tracks with only a possibility of a fifth Saturn exclusive track. With the graphics, control, and gameplay seemingly in line, it just remains to see whether *Manx TT*'s limited track count provides enough replay value for the Saturn owner.



Arguably the best arcade motorcycle racing game ever, *Manx TT* is now headed home on the Saturn.



An available first-person perspective puts the player right into the action.



1 Memorable moments from the arcade, like the jump from the Manx track, are recreated to good effect. **2** Although there isn't a huge abundance of competitors, the superior AI makes for some challenging competition. **3** With tracks that range through towns and across the country side, *Manx TT* provides some wonderfully detailed race environments. **4** Even in this early version, Sega has the frame-rate running fast enough to convey a true sense of speed.



1 *Manx TT* will be analog compatible, so the level of control will be revolutionary for a console motorcycle racer. **2** Playing 'chicken' with the wall at 100mph is what lies at the heart of *Manx TT*'s exhilarating gameplay. **3** Pay attention to track-side signs or it may well turn into a sign of doom. **4** Sound helped to increase *Manx TT*'s authenticity and realism in the arcade. The Saturn shouldn't have trouble recreating the experience.

Bushido Blade

SYSTEMS: PLAYSTATION
PUBLISHER: SONY
DEVELOPER: SQUARE
RELEASE DATE: SEPTEMBER

The most innovative fighting game in years is nearing completion

Sony still hasn't given an official release date for *Bushido Blade*, but we've already got the finished Japanese version in our hands. And although we haven't had enough time to get too far in this game, the one thing we can tell you is that it's like nothing you've ever played.

Conventional items like the life bar, stages, and three round fights have been replaced by a completely new way to play a fighting game. The fights can end in one blow if it is delivered to a critical area, like the head or chest. Other attacks can cripple players. For example, if you strike a character in the arm, they are unable to use that arm to attack or defend. If you hit the legs, the character won't be able to move, but can still fight from their knees. This realistic approach to fighting means that every attack must be carefully planned out, because one opening and it's over. The control in *Bushido Blade* is also non-traditional. Instead of the usual array of attack buttons, there is only one attack button. By pressing the direction pad in different directions, you change the way you attack and defend.

There are a total of six characters to choose from and each one comes equipped with their own sub-weapon. The sub-weapons are things like Shurikens and small knifes that can be thrown as projectiles. Once they are thrown, they can be picked up and thrown back by either character. The main weapon is chosen before each fight and the type and weight of the weapon completely changes how each character fights. Each character has their own set of skills, like speed and strength, that determine how well they can handle the different weapons. Four of the six weapons are two-handed and require a great deal of skill to be effective, but when they hit, they deliver a much greater blow.

The backgrounds in *Bushido Blade* are also quite different, with expansive landscapes full of objects. You can climb walls, jump on boats, fight knee deep in water, and hide behind stone structures. Because of these detailed backgrounds, much of the fight becomes trying to get into the best position before making your attack. With other elements, like the story mode, you have to escape from the island while the other five fighters give chase. This adds even more depth and variety to the game. We'll continue to update you on the progress of this intriguing title next month, after we've had some more time to test the waters.



1 If you can manage to attack the player's legs, they must fight from their knees.
2 At that point, your opponent is allowed to surrender, so you can take off his head.
3 Using objects in the background for defense is key.
4 Using different combos helps to open up the defense.



This isn't an actual screen shot, but it does showcase the complete freedom of movement in *Bushido Blade*.

The Fighters

The six characters in the game all have their own strengths and speeds which affect gameplay. For example, Black Lotus is one of the stronger characters and one of the few that can use the heavy hammer weapon.



1 Kannuki 2 Mikado 3 Hotarubi 4 Tetsumi 5 Utsusumi 6 Black Lotus



1 More advance combos include three moves in succession, like this, but time these wrong and you are vulnerable.
2 The camera movement in *Bushido Blade* is smooth. When objects get in the way, they are made clear, so you always have a good view of the action.
3 In the story mode, all of the stages are connected by different bridges, making it like one big action game.

Castlevania X

SYSTEM: PlayStation
PUBLISHER: Konami
DEVELOPER: Konami
RELEASE DATE: August

One of Konami's most popular series is ready to continue on the PlayStation. *Castlevania* started on the NES and moved on to the Game Boy, SNES, and finally the PC Engine, and every incarnation was a hit. So now, the 32-bit version is born.

The look and play of the *Castlevania* series has undergone some changes. The game introduces a new level of gameplay depth, with added RPG elements, like talking and interacting with other characters. Other new features include spells and a host of new weapons. One disappointment is that the whips and chains used to swing across gaps are not in this version. The graphics haven't changed much since *Castlevania IV* on the SNES, but the added special effects of the PlayStation and the larger color palette do make it the best looking *Castlevania* yet.

Hopefully the gameplay will hold true on the 32-bit systems. We'll let you know as soon as we get a chance to play some more of this game.



One thing you couldn't get in the 16-bit version were beautiful graphics like this.



1 You can turn into a bat to discover previously inaccessible areas. 2 S&ck rendered intros are here and should add to the story of the game. 3 The 2D graphics are sharp, but not up to the standards of other 32-bit games. 4 Check out these flame effects! 5 Here's our hero, running down the stairs in typical side-scrolling fashion.

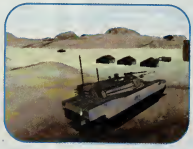
Armored Fist 2 -M1A2 Abrams

SYSTEM: PC CD-Rom
PUBLISHER: NovaLogic, Inc.
DEVELOPER: NovaLogic, Inc.
RELEASE DATE: May

There is a general fallacy in the industry that great gameplay outweighs the importance of great graphics. Sure, great graphics are nothing without gameplay, but what graphics bring to the equation is often undervalued. If there was ever a game that proved what great graphics can do for a game, *Armored Fist 2* is it.

NovaLogic's Voxel Space 2 terrain-rendering technology produces graphics that are immediately noticeable as superior to any of the competition, but it is while actually playing the game that the player notices what the incredibly smooth and detailed graphics bring to the gameplay. For perhaps the first time in a simulation game, camouflage works! Enemies in the distance are practically invisible, not because they aren't rendered by the game, but because they blend in seamlessly with the environment. That fact alone adds a new dimension to the tank experience.

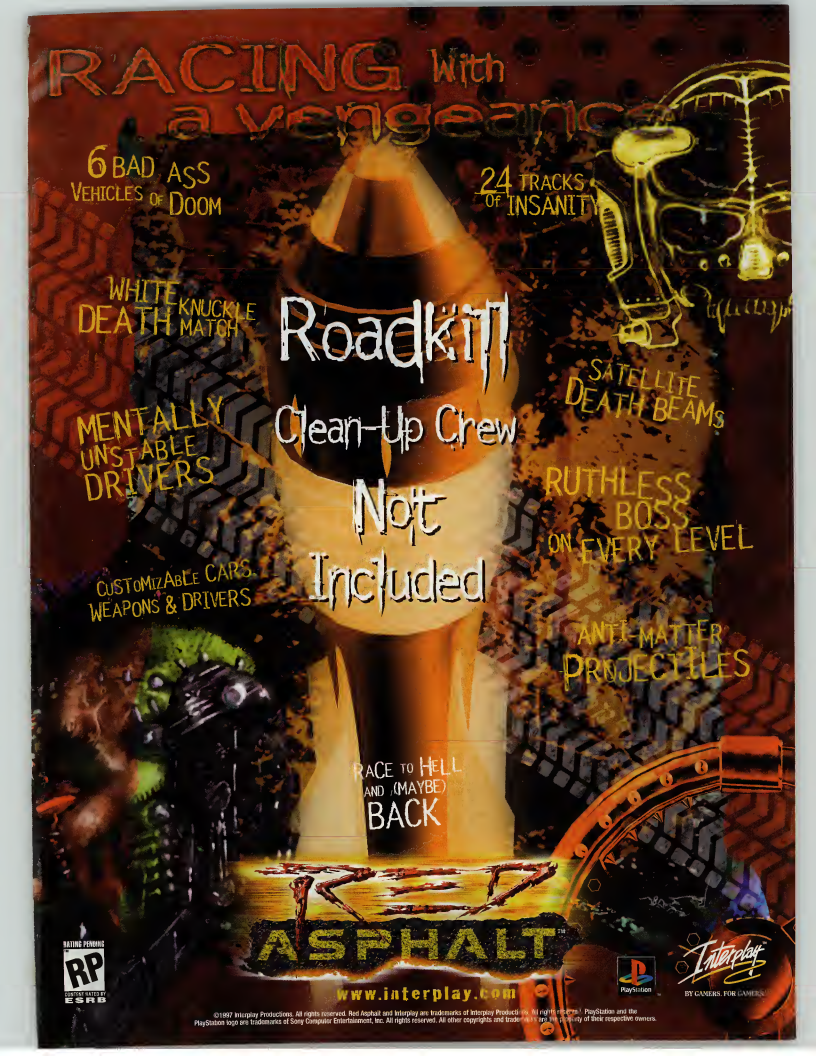
Improved sound and music in full 16-bit Dolby Surround Sound featuring tank sounds and radio chatter enhance the battlefield experience. Instrumentation is accurately detailed and based on actual documentation from General Dynamics, the tank's manufacturer. As is increasingly the norm with PC games, *Armored Fist 2* will feature cooperative play via modem, direct connect, or up to eight-player play on a network. A very welcome new feature is that only one copy of *AF2* is required for multi-player games.



Is it live or NovaLogic's Voxel Space 2 technology? Incredible graphics highlight *Armored Fist 2 – M1A2 Abrams.*



1 From the air targets, to the smoke, to the detailed battlefield, this game will give anyone a military jones. 2 When the quality of graphics reach this level, camouflage actually works and enhances gameplay. 3 *AF2* is filled with tons of modern military equipment.



©1997 Interplay Productions. All rights reserved. Red Asphalt and Interplay are trademarks of Interplay Productions. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. All rights reserved. All other copyrights and trademarks are the property of their respective owners.

Moto Racer GP

SYSTEM: PC, PLAYSTATION
PUBLISHER: EA
DEVELOPER: DELPHINE
RELEASE DATE: AUGUST

What has two wheels and flies?

Delphine Software, developers of *Fade To Black* and *Time Commando*, are deep into a new motorcycle racing game for the PC and PlayStation. The PC version is scheduled for a June release and features one of the smoother frame-rates on the PC. The PlayStation version isn't due until August, but it should look and play real similar to its PC predecessor.

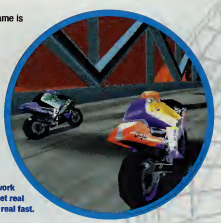
The eight different courses from around the globe, including the Great Wall of China, provide a great variety of tracks and can be reversed to raise the total to 16. Different terrains like snow, dirt, and city make each race look and play differently. The eight unique bike models are taken from real Kawasaki and KT bikes and all have different acceleration, top speed, and handling. During races, you have the usual gas and brake control, but there is also a turbo that adds to the gameplay. When you press turbo, the motorcycle does a wheelie, which allows for fast acceleration, but is hard to control and often results in a crash. It's gameplay subtleties like that which could make *Moto Racer GP* stand out from the crowd.

The choice of head-to-head modem play or up to eight players via network gives *Moto Racer GP* all the features it needs to survive in the tough PC market. And while the console version won't be able to support that many players, there are plans for new courses and an even quicker frame-rate. If the developers can keep the speed of the game and continue to add gameplay, then *Moto Racer GP* could really be a sleeper hit.

Neither the PC or the PlayStation has a real motorcycle racing game — the closest game is *Road Rash*. The problem with motorcycle racing has always been the stiff control, but taking advantage of hills, jumps, and even tricks could help *Moto Racer GP* gain success. The key is going to be the sense of speed, control, and depth. So far, two out of three appear to be in order. Now, if Delphine can shore up the third, *Moto Racer GP* will be set.



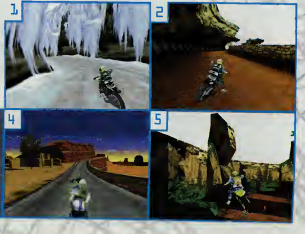
The graphics aren't spectacular, but with almost no pop-in and a solid frame-rate, it is shaping up nicely.



In an eight-player network game, things can get real interesting, real fast.



1 The feeling of speed is top-notch. Seven other racers intensify the experience.
2-4 Different camera angles allow the usual views in *Moto Racer*.



1-2 Different courses, like the snow and dirt, make each race different. 3-5 The sweeping replay camera angles showcase the game's sharp graphics.

KONAMI.

IF YOU DON'T USE YOUR HEAD SOMEONE ELSE MIGHT.

The spectre of war looms over the peaceful land of Ishtaria. Terrorism, corruption and depravity run rampant. It's up to you to return the land to democracy, using a strategic combination of wits, muscle and magic. It's an epic confrontation that unfolds on multiple, glorious, 3-D isometric battlefields.

Luckily, you have an awesome array of weapons, spells, booby traps and The Great Sword Vandal-Heart at your command. Plus the greatest weapon of them all-your brain. Enter the world of Vandal-Hearts. Where a sharp sword is no match for a sharp mind.


Classic RPG Combat


3-D Isometric Battlefields


3-D Magic & Spells

RP

PlayStation

www.konami.com VANDAL-HEARTS is a trademark of Konami Co. Ltd. Konami® is a registered trademark of Konami Co., Ltd. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. ©1999 Konami of America, Inc. All Rights Reserved.

VANDAL-HEARTS

Top Gear Rally

SYSTEM: NINTENDO 64
PUBLISHER: KEMCO
DEVELOPER: BOSS GAME STUDIOS
RELEASE DATE: SEPTEMBER

Serious racing hits the Nintendo 64

Blending the styles of *Ridge Racer* and *Sega Rally*, Kemco's *Top Gear Rally* looks to be one of the first 'true' racing games for the Nintendo 64. Developed by the up-and-coming Boss Studios, the company promises that this racing game will be 'the most realistic rally racing game ever'.

The eleven playable cars, several of which are initially hidden, are some of the best ever seen on a home console system. Little extras, such as using environment mapping on the windows to give a true sense of reflection, and being able to see the glow of another car's lights shining off your own vehicle add a nice touch of realism. For those who would like to add a more personal touch to their cars, there is also a paint shop option available. Much like the one in *Rage Racer*, it allows gamers to design their own logos, which can then be pasted onto the vehicles.



TGR lets you customize your car!

Top Gear Rally will contain the obvious racing options, such as a practice and season mode, as well as a split-screen two player mode. Boss Studios promises that the game will still be able to run at 30fps, even during the multi-player races, which is remarkable considering how highly detailed the tracks and vehicles are. Gamers will also be able to change other race variables, such as the weather, which should help to increase the replay value.

After mastering a particular track, a simple weather change, like snow or rain provides a new challenge.

Top Gear Rally will showcase between four and five different tracks, and each of them will provide several shortcuts that crafty racers can take advantage of. Deserts, old riverbeds, and mountainous areas are but a few of the locations that the races run through. Various track conditions such as mud, and water will cause gamers to carefully consider what tires they will need to use.

While *Top Gear Rally* is still quite a few months from completion, it is turning out to be quite possibly one of the best racing games ever seen on a home console system. If Boss Studios can keep the controls tight and the framerate high, then we could be seeing an actual quality third-party game for the Nintendo 64. Who would have thought?



1 There will be four different camera views to choose from, such as the standard in-the-car view.
2 Racing in the rain requires a whole new level of strategy.
3 The rear-view mirror lets you see a passing car, enabling you to stay out in front more easily.



Top Gear Rally promises beautifully designed tracks and precise handling.



1-2 Racers will have to deal with night racing as well as other weather conditions such as snow and rain.
3 Working headlights and variable suspensions are but a few of the extra touches added to make the cars as real as possible.



It is amazing how detailed the various tracks are.

With hot-looking cars like this, *Top Gear Rally* promises some 'pedal to the metal' thrills!

Final Fantasy VII

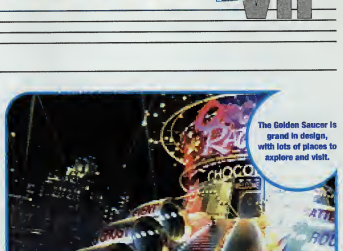
SYSTEM: PLAYSTATION
PUBLISHER: SONY
DEVELOPER: SQUARESOFT
RELEASE DATE: SEPTEMBER

Even the bonus games are great in FFVII!

The latest offering in Squaresoft's *Final Fantasy* series is turning out to be one of the best games of all time. Not only does *Final Fantasy VII* have some of the most incredible graphics ever seen on a console system, but it also has a story full of suspense. *Final Fantasy VII* is definitely the darkest and most adult incarnation of the series with a plot that cries 'revenge'.

But it's not just these elements that make *FFVII* such a fine game. The innocent mini-games first started in *Chrono Trigger* have now become one of the high points in *FFVII*.

When Cloud and his party finally escape from the city of Midgar, they find themselves exposed to a wide open world. As the party ventures on, they will eventually end up at the Golden Saucer, an entertainment center offering a barrage of activities just for the sake of leisure. In the Wonder Room, Cloud and his party can participate in a bunch of different arcade-like games. One of these games is a motorcycle chase sequence in which Cloud, riding a Harley Davidson-ish motorcycle, must protect his friends riding in a tiny truck. Other enemies on motor bikes will come ripping from behind and Cloud's only weapon is a baseball bat. This particular game is quite impressive and moves quite quickly. Another game is the snowboarding sequence. The player takes control of Cloud and guides him down the slopes while trying to avoid obstacles like Moogle snowmen and cactus trees!



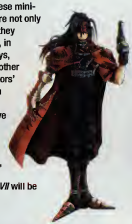
The Golden Saucer is grand in design, with lots of places to explore and visit.



1-2 You won't be able to enter the Golden Saucer by means of Airship or Buggy. Instead, you'll have to take the Sky Ferry. 3 The arcade is luminous, with all sorts of crazy light fixtures and flashing screens.

After spending some time in the Wonder room, Cloud and his party can take a stroll to the Chocobo Race Track. Here, Cloud can place bets on different Chocobos with rewards ranging from money to gold. This place also serves as a pivotal point later in the game, when the player starts breeding Chocobos.

These mini-games are not only fun, but they rival and, in someways, surpass other competitors' games in their respective genres. Either way you look at it, *Final Fantasy VII* will be one incredible game when it hits the US this September. Until then, you can expect to see more of the best coverage from *Ultra Game Players*.



Gamers all over the world can't wait to get their hands on Vincent's latest adventure!





1 With an awesome high-res, gouraud-shaded environment, this snowboarding stage leaves all other PSX snowboarding games lost in the blizzard. 2-4 Place your bets and choose your Chocobo wisely. Once you've found one with good stamina and speed attributes, get ready for some serious racing action.



1 This submarine game pits Cloud against a fleet of yellow subs! 2 This game has you feeding an overweight Moogle named Mog. 3 This motorcycle chase is very reminiscent of the opening sequence. 4 Other mini-games are less fun, but add to your overall enjoyment.

Get Shafted for

An all-new addiction exclusively for the PlayStation game console.

The best parts from the original have been super-charged for the latest and final version of Descent for the PlayStation game console. Use upgraded weapons, a faster reaction time and blow through never-before-seen levels and you'll see why this one is called MAXIMUM. Your newest addiction comes faster and hotter for you gamers who just want to plug-in and play!

But you better hurry – this is the last time Descent is coming to the PlayStation game console. After this, the only thing left will be some incredible memories and a few new craters.







Take The Final Plunge at Full Throttle!

PlayStation

TEEN T

Interplay

BY GAMERS. FOR GAMERS.™

Interplay Websites: www.interplay.com

Developed by:
Parallax Software

the Last Time!



- 36 All-New levels never-before-seen in any Descent game.
- High-impact, non-stop subterranean action designed specifically for the PlayStation game console.
- New throbbing "stroboscopic" light source shading effects brings the intensity right in-your-face.
- More than a dozen weapons of devastation, from double-damage cannons to Level 6 Lasers.
- We mean 360° fluid movement – any direction, any time, at full speed. Use Sony's Analog Joystick for more enhanced control.
- Grab a Link Cable and go from One-player to Two-player Anarchy Levels.
- Metal pounding digital soundtrack takes your sensory input past all safety zones.

DESCENT MAXIMUM

© 1997 Parallax Software. All rights reserved. Descent, Maximum, and Interplay are trademarks of Interplay Productions. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. All rights reserved. All other trademarks and copyrights are the property of their respective owners.

Tobal 2

SYSTEM: PlayStation
PUBLISHER: Sony
DEVELOPER: Square
RELEASE DATE: September

The sequel to one of last year's deepest fighting games ups the ante

Square's first impressive 3D fighting game, *Tobal No. 1*, returns with a new look and a predictable name. Visually, the game has achieved a much richer look, by giving the characters more polygons for a smoother look and gouraud shading to add depth. The art is being handled by manga giant Akira Toriyama, of *Dragon Ball* fame, who also did all the character and background art for the original.

Tobal 2 is being developed with SCE's yet to be released analog controller, and allows for much more precise control. The fully 3D battlegrounds now feature projectile attacks and an even greater variety of holds. While the fighting game has undergone some major enhancements, the area that is most intriguing is the revamped Quest mode. Last year's Quest mode was a nice little diversion, but by adding RPG elements, four different environments, and a much deeper story, *Tobal 2* really is two games in one.

Dream Factory, developers of the original and comprised of members from AM2, is once again in charge of development and look to be breaking new ground once again. The original eight members from the preceding tournament return for the 99th Tobal Number 1 Finals Tournament. They are joined by two new characters: a female galactic patrol officer named Chako Yutani, and Doctor V, a surgeon. That brings the total of selectable characters to ten, but there have already been five other characters revealed, including *Final Fantasy's* Chocobo.

The battle system has many enhancements. All characters now have projectile attacks, which add to the gameplay. The smooth special effects even add to the look. From a hold position, characters can pull off a variety of moves, like lifting, mounting, throwing, and hitting. All of the new moves are sure to add an even greater depth to the gameplay. The release date for the U.S. is still undetermined, but expect *Tobal 2* to be out this year and expect it to be even better than the original.



1-2 Two new selectable characters have been added to the game to raise the total to ten. 3-4 The hold system is deeper than ever. You can push, pull, kick, punch, or just throw. Deciding which to pull off can be the difference between a win and a loss.



1-3 Amazing boss characters have been added to the game, including this amazing Dragon and the lovable Chocobo.



Now Mary can pick players up and hold them over her head until she feels like giving them a toss.

All the characters from the original game are back and looking better than ever, like Illgoga here.



1 The Quest mode now features towns which you have to travel into in order to find the dungeon. 2-3 The 3D terrain should make for some interesting encounters on places like the stairs and near a wall. 4 The four different areas include these ruins, which must be explored.

NEXT MONTH ON THE DISC



Subscribe today so you don't miss an issue!

FEATURING:

- *an all new look and feel gives you the best gaming information you'll find on any type of computer.*
- *video strategy guides - watch movies of expert players exposing the secrets and hidden areas in the hottest games.*
- *fighter's boot camp - a video training guide for the toughest fighting games around.*
- *quicktime movies of games reviewed in the magazine - read the review, watch the movie, and decide if it's worth your hard earned cash.*
- *the platform gallery - a blow out of nintendo, sony and sega quicktime movies and the best playable demos for your mac or pc*
- *the latest online gaming software and a direct connection to ugp online*
- *contests and prizes you can sink your teeth into*





THE UGP DISC GIVES YOU THE CRITICAL GAMING EDGE!



Wild 9s

SYSTEM: PLAYSTATION, SATURN
PUBLISHER: INTERPLAY
DEVELOPER: SHINY ENTERTAINMENT
RELEASE DATE: 4TH QTR. '97

A shiny, new universe (or a new Shiny Universe?) is on its way

Featured in an exclusive, first-look cover story in the November '96 issue of ***ULTRA Game Players***, *Wild 9s* was to be the first next-generation offering from the creators of *Earthworm Jim*. Well, the world of videogames being the way it is, the game is now scheduled for a fourth quarter release. Shiny Entertainment's first 32-bit game now looks to be the PlayStation version of *MDK* (see our review of the PC version in this issue) sometime this summer, but if *MDK* is any indication, *Wild 9s* is a game that should be highly anticipated.

With an unprecedented 60,000 hand drawn animations *(Earthworm Jim* had 3,000) *Wild 9s* is the most animated videogame ever. Shiny's stated purpose is to produce a game that will exceed even the likes of *Super Mario 64* in terms of graphics, control, gameplay and scope. Centered around a young male protagonist named Wex and a band of freedom fighters, the *Wild 9s* battle the evil organization known as 'Domination' and their evil leader 'Karn'. Wex is aided by a small, bat-like creature named B'angus who lives inside the powerful glove weapon found by Wex. Despite the new screen shots featured, details regarding gameplay have been few and far between, with only promises of huge 3D environments and a character with extraordinary levels of control. If the company making these claims were any other but Shiny, the promises might ring hollow. ***UGP***'s initial inclinations are towards an *Earthworm Jim* meets *MDK* game, only better, which sounds intriguing.

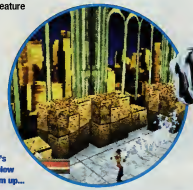
While the game is progressing, there have been significant developments regarding the *Wild 9s* property itself. The Gotham Group, an LA-based scriptwriters agency, has been signed to pen a series 'bible' and pilot script for a *Wild 9s* animated television show. Previous credits for the Gotham Group include *Batman: The Animated Series*, *Spiderman*, and Disney's *Gargoyles*, to name a few. The series is reported to feature computer generated graphics, the likes of which have never been seen in an animated television series. Couple the merchandising possibilities with a TV series, and *Wild 9s* may well be the name on every child's lips come Christmas.



He's running a little late, but don't worry, Wex is on the way.



1 The gameplay looks to be mix of some track-based environments, along with areas where true 3D movement is possible.
3 True to the heritage of its developers, *Wild 9s* appears to be a platform game at its core.
4 With over 60,000 frames of animation and special effects, the game should look extraordinary.
5 Wex doesn't have a gun, but that's a very special glove.



They went a little overboard on the boxes, so let's just blow them up...



Expect to find some characters in compromising positions.







1-2 Enemies like this dinosaur-like creature all have distinct personalities and characteristics (a trade mark of Shiny's games). Too bad the player's just going to toast him anyway. 3 Remember, these shots are still very early, but *Wild 9s* is looking extremely promising.

Spawn

SYSTEMS: PLAYSTATION
PUBLISHERS: SONY CE
DEVELOPERS: SONY CE
RELEASE DATES: AUGUST





1 With its high resolution light-sourced graphics, *Spawn* looks to do justice to the comic. 2 The character animations aren't in yet, but if the characters move as good as they look, *Spawn* will be a game worth waiting for.

For the uninitiated who are unaware that *Spawn* is the number one selling comic book in America, the story of *Spawn* revolves around the character of Al Simmons. Al was once a deadly government operative who was betrayed by his boss and died a fiery death. Resurrected by Hell to serve as a pawn in the eternal struggle against Heaven, Spawn (previously known as Al Simmons) instead has his own agenda of vengeance and retribution, while coming to terms with his new persona and the lingering love for a woman named Wanda.



Denizens of Hell run rampant in *Spawn*.

The PlayStation game itself will be true to the comic book world of *Spawn*, but will not necessarily be bound to any current storyline (or the storyline of the movie coming in August). Gameplay can best be described as a *Tomb Raider*-like, third-person view, exploration game, with a heavy emphasis on one-on-one fighting. The Quest Mode in *Tobal No. 1* is a primitive example of the style of game that the developers are shooting for. A highly interactive environment and close attention paid to special moves and combos give the title a chance to be the first game to successfully genre-mix.

The game features a over a dozen characters from the comic, with about an additional 30 characters created just for the game. Todd McFarlane, creator of *Spawn*, retains creative control of the game, so there is every indication that the look and feel of *Spawn* will be faithfully recreated. These early shots show that the game features superb high-res, light-sourced graphics, so the game looks to be technically sound. The only thing that remains to be seen is whether Sony can imbue the game with the quality of gameplay that lives up to the expectations of the throngs of *Spawn* fans.

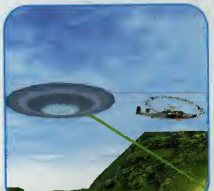
Flying Saucer

SYSTEM: PC CD-ROM
PUBLISHERS: ANVIL RIVER ENTERTAINMENT
DEVELOPERS: POSTLINEAR ENTERTAINMENT
RELEASE DATES: JUNE

Centered around a character named Boone, *Flying Saucer* chronicles the tale of a guy who steals a UFO from Area 51 in order to locate his girlfriend, Emily, who has been abducted by aliens. Along the way, he stumbles upon a conspiracy between a shadow government agency and the aliens that threaten the fate of the world, which begs the question, if you had a high performance alien craft, what would you do? Yup, kick some alien ass.

The majority of gameplay in *Flying Saucer* revolves around piloting the alien craft in battles at alien hot spots around the globe. Equipped with a 'gravity engine', the Saucer will be able to hover, quickly change speed and direction, move horizontally and vertically, and turn on a dime. The fact that the player will pilot the UFO in a highly detailed 3D environment should make for entertaining gameplay.

The only concern may be how the gameplay will be balanced to account for the fact that the player possesses a craft superior to the enemies he's fighting. Regardless, a *Flying Saucer* flight sim game is certainly something worth keeping an eye out for.



Helicopters are no match for your saucer's Green Death Ray!



What UFO game is complete without some kind of love interest?



1 Looking down from a Saucer reveals many intriguing structures that summon for further exploration. 2 The game will feature a true 3D world to navigate. 3 *Flying Saucer*'s all new Direct 3D Immediate Mode Terrain Rendering Engine seems to be working well already.



THE SPIDER THAT'S ALSO AN EXTERMINATOR



RENT IT TODAY AT BLOCKBUSTER™

BLOCKBUSTER name and design is a trademark of Blockbuster Entertainment Inc. © 1996, 1997 Blockbuster Entertainment Inc.

Blood

SYSTEM: PC
PUBLISHER: GT INTERACTIVE/MONOLITH PRODUCTIONS
DEVELOPER: 3D REALMS
RELEASE DATE: MAY

A classic game engine gets even bloodier

Based on an 'enhanced' version of the classic Build engine used in such games as *Duke Nukem 3D*, *Blood* hopes to take the *Doom* genre by storm with its horror-themed gameplay and its smooth interface.

The premise is pretty simplistic. The gamer plays the role of a general who used to fight for an evil god called Tchernobog. Betrayed and sent back to earth, your only desire is to confront those who have opposed you. Eventually you will face your god once again, but now you're stuck in a frail mortal body.

To assist you in your journey, a nice variety of weapons is provided. Pitch forks, flare guns, and dynamite are but a few of the 12 weapons you will have to learn to use. Each weapon acts differently and requires the gamer to learn when to best use them. This is a nice change from games such as *Quake*, which required you to use all the weapons pretty much the same way.



***Blood* is easily one of the bloodiest and most violent games to ever grece the PC.**

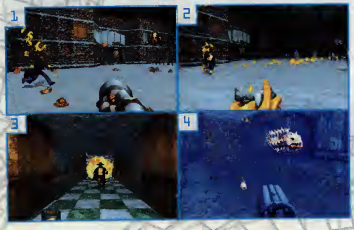
The various levels are some of the most interactive yet. Virtually everything can be destroyed. Little extras, such as bullet holes appearing in the walls when you shoot them, provide a nice level of realism. The minor enhancements to the engine include true rooms above rooms and real bridges.

Blood also has one of the largest cast of characters ever. There are over 18 different types of monsters for you to destroy. Don't think that it will be easy, either, as most of the enemies are intelligent and can easily set traps for you.

While *Blood* will have some serious competition, it looks to have enough features and extras to make it a serious contender. If the quality of the shareware can be carried over to the full retail version, then this game may be able to provide the tired *Doom* genre with a much needed shot of adrenaline.



An enhanced version of the Build engine helps to keep the action constant and the gameplay intense.



1-3 There are plenty of different weapons to be found in *Blood*. Learning when to use them is very important.
4 There are many unique environments to explore, including underwater. Watch out for those bone eels!

EIGHT LEGS AND HEAVILY ARMED.



You're trapped in the body of a cyborg spider. Creeping down drain pipes. Crawling on ceilings. Wandering through



over 30 levels in six 3D worlds. You're picking up missile launchers, slashers and other deadly weapons as you



fight cyber rats, mantises and wasps. Needless to say, you're not an itsy bitsy spider.



SPIDER. THE VIDEO GAME.

www.bossgame.com

BMG INTERACTIVE
BOSS GAME STUDIOS

PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. Spider: The Video Game, Boss Game Studios and the Boss Game Studios logo are all trademarks of Boss Game Studios. The BMG logo is a trademark of BMG Music. All rights reserved.

AGE 13 AND UP
RATING PENDING
ESRB

PlayStation

Critical Depth

SYSTEM: PC CD-ROM, PLAYSTATION
PUBLISHER: SINGLETRAC
DEVELOPER: SINGLETRAC
RELEASE DATE: FALL

As much as any company, Singletrac has been associated with the PlayStation since launch, with big-selling games like *Twisted Metal* and *Warhawk* under its belt. Until now, all the Singletrac PlayStation games have been published by Sony, but *Critical Depth* now marks Singletrac's first entry into the world of publishing.

Critical Depth is a term which describes the depth at which a submarine gets squished into a little lump of tin and corned beef. As you might have guessed, this is a submarine-based action game, with more than a passing resemblance to *Warhawk*. This time though, the producers have gone with the heavy character element found in *Twisted Metal* and *Jet Moto*, so the sub and sub-mariner you choose vastly affect the outcome of the game.

In style the game is very much a shooter. You have to blow up the other characters, as well as some pretty nasty undersea creatures. As with all Singletrac games, there are fifty million options. Seek and destroy, all out war, Internet play (in the PC version, naturally) to name but a few.

Singletrac still has plenty of work to do on this title between now and release, but right now, it's an attractive, atmospheric and graphically pretty shoot-'em-up. We'll bring you an update soon.



1 Handling is affected by the weight and depth of the water, as is your vision.
2 PlayStation light-sourcing capabilities display reflection and refraction, just like real water.



With fangs like that, this has to be the JAWS sub! Imagine the dental bills...

The subs all have various weaponry and capabilities, with each craft resembling a different aquatic creature.

Need For Speed 2

SYSTEM: PC, SATURN, PLAYSTATION
PUBLISHER: ELECTRONIC ARTS
DEVELOPER: EA STUDIOS, CANADA
RELEASE DATE: JUNE

Electronic Arts is still busy at work trying to create the ultimate driving game in *Need For Speed 2*. We recently got in an early alpha version of the game and have been giving it a test run. According to the developers, the game is running at half of the frame-rate that the finished version will run at, and it's already reasonably smooth. The model for the McLaren F1 and Ferrari are the only cars available, but both are done with much more detail than in the original.

A few of the international tracks are available and it's obvious that the polygon count is up significantly from the original. Another interesting feature is the ability to drive anywhere on the road and even take shortcuts through the woods. At this early stage, it's difficult to tell exactly how *NFS II* will stack up against arcade racers like *Rage Racer*, but if the frame rate and art can be fixed, this could be a winner.



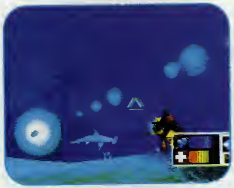
1 The McLaren F1 is an amazing vehicle that none of us will ever drive, but in *NFS II*, we get a chance to wreck it real good. 2 High speed racing through traffic is always a treat and a key to the success of *NFS II*.



4-5 The tracks feature more polygons and a greater 3D look, with more ups and downs.
6 Watch out for that oil slick! *NFSII* promises to have a ton of high speed challenges!

Treasures Of The Deep

SYSTEM: PLAYSTATION
PUBLISHER: VIRGIN
DEVELOPER: BLACK OPS
RELEASE DATE: SEPTEMBER



The newest trend in PlayStation software seems to be the underwater action game. Virgin is following suit with the most impressive looking one yet.

Treasures Of The Deep allows you to control eight different subs and use a host of weapons to destroy sharks, whales, divers, and other subs. The graphics are absolutely gorgeous, with the detail in the sharks and characters being unmatched. Perhaps the best graphical treat of all are the death animations of your enemies. Nothing can quite compare to the blossoming cloud of blood that surrounds your victims. The camera choices allow for a first-person perspective or even a *Tomb Raider*-style third-person perspective. No matter which camera angle is used, *Treasures* is one really beautiful game.

Treasures already looks to be one of the best PlayStation games coming and, with added depth, it could be one of the biggest surprises of the year.

The amazing sharks will even feast on your enemies if they are bleeding, setting up some gruesome strategies.



1-2 The different arenas help to make the game a different experience every time.



The variety in enemies makes for a greater depth of play.

Mace: The Dark Age

SYSTEM: ARCADE
PUBLISHER: MIDWAY
DEVELOPER: ATARI GAMES
RELEASE DATE: JUNE

Atari games lives on with another impressive arcade game to follow up *San Francisco Rush. Mace: The Dark Age* also runs on the twin-chipset VooDoo graphics card and it looks amazing.

Mace is a 3D weapon-based fighting game in the same vein as Namco's *Soul Blade*, but several strategical changes should make the game quite different. The most interesting feature is that instead of ringouts or walls, the fighting arena is surrounded by spikes, quicksand, and fire that don't kill the fighters, but injure them until they get back in the ring. This completely changes the strategy of the game and takes care of the cheap ringouts of some games. The eleven selectable characters in the game range from belly dancers to monks to samurai warriors, who can slash, throw, and parry. If the game finishes up as strong as it's started, it could be the first U.S. developed fighting game to get any respect in Japan.



This stage is surrounded by a wall of fire, which causes damage whenever you hit it, creating a host of strategical moves.



1 The graphics are amazing, with smooth animation and some crisp polygonal characters. 2-3 The usual throw moves are included, along with fancy acrobatics that should make Mace a great title. 4 Scantily clad Amazons should make this game a big hit!

Uprising

SYSTEM: PC
PUBLISHER: 3DO
DEVELOPER: CYCLONE
RELEASE DATE: NOVEMBER

The art of war just keeps getting more entertaining

With the real time strategy elements of *Red Alert*, combined with the first-person shooting action of *Quake*, Cyclone has taken an incredible concept and is in the process of creating what is likely to be one of the better strategy titles this year. *Uprising* places players in control of a mobile command center called a 'wraith', from which players fight and command other units in a battle against enemy forces.

The key to the game is establishing bases, called citadels, at various set locations. Once a citadel is established, the player will begin accumulating energy. Energy is the primary form of resource and is necessary for building factories, units and for repairing or even replacing your wraith. Each citadel location has a varying number of buildable quads. On each of the quads, players may build one of a number of different types of factories, each of which builds a different type of unit.

Units available are infantry, tanks, AVs (jets), and bombers. In addition to basic units, as players move through missions, it is possible to invest in technology which allows for better units to be made. For example, a Class Two bomber may be faster and slightly more maneuverable than a class 1 bomber. A Class Three bomber may have flares that it can drop to counter SAM attacks. As you invest more in a unit's technology, the better the unit becomes.

As factories turn out units, they can be teleported to any point a player desires. So, if a player is engaging a series of tanks, he can teleport in a bomber to airstrike them. If a player is taking out an enemy infantry factory, he can call in some infantry to set satchel charges to blow the building. Missions range from simply destroying the enemy to more specific directives, such as recovering an object or even escorting transports through hot zones.

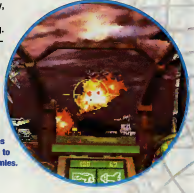
Essentially, it is impossible to play the game solely as a shooter, and impossible to play the game solely as a strategy game. Both methods are required and the combination is excellent. Luckily for PlayStation owners, a PlayStation version of *Uprising* is slated for release at some point in 1998.



1 Enemy infantry are running towards you while your bombers are ready to take out an enemy barracks. A gun turret keeps your wraith at bay.
2 A nice FMV opening greets players with beautifully rendered attack scenes.
3 As you invest in technology, your units become more powerful. This bomber now has flares to counter SAM attacks.



Here, your infantry is attacking an enemy barracks while enemy tanks defend it.



From inside the cockpit of your wraith, you will have a number of special weapons with which to smite your enemies.



These wraiths from the beautiful opening sequence promise death from above.



1 Your citadels are equipped with their own gun turrets. If you so desire, you can temporarily leave your wraith, and take control of any citadel turret to fend off enemy bombers and tanks.
2 Cyclone is considering including a 3D level editor in the final product for players to create their own missions.

Shining The Holy Ark

SYSTEM: SATURN
PUBLISHER: SEGA
DEVELOPER: SEGA
RELEASE DATE: JUNE

Though last year's *Shining Wisdom* (published by Working Designs in the U.S.) was touted as the 32-bit debut of the *Shining Force* series, if you dismissed the slightly enhanced graphics, the game had 16-bit written all over it. Early indications are that *Shining the Holy Ark* does the genre right, and just in the nick of time for the Saturn, considering the impending arrival of *Final Fantasy VII* to the PlayStation this fall.

Sporting a more mature storyline in addition to a whole new visual style, the concept for *Holy Ark* was reportedly locked away in Sega's vaults until the hardware technology had reached a point to make the game viable. One look at the detailed polygonal characters and exquisite environments and it appears that the game was worth the wait. Gameplay has also shifted away from *Shining Wisdom*'s top view, *Zelda*-like, action style to a more traditional turn-based RPG.

Of course, the storyline will ultimately determine how good *Shining the Holy Ark* will be, but for now, there is one more reason for RPG fans in general, and Saturn owners in particular, to get excited.

Stunning 3D graphics are used to create the characters and environments of *Shining the Holy Ark*.





1 Unlike *Shining Wisdom*'s action oriented gameplay, *STHA* appears to utilize a traditional turn-based battle system.
2 Detailed, polygon-based enemies are waiting to pounce at every turn.
3 After a number of 'hold-over' titles, true next-generation RPGs finally seem to be arriving.

W.A.R., Inc.

SYSTEM: PC CD-ROM
PUBLISHER: INTERACTIVE MAGIC
DEVELOPER: OPTIK SOFTWARE
RELEASE DATE: MAY

The first real time strategy offering from a company that knows strategy games, *W.A.R. Inc.*, puts the player at the helm of a futuristic mercenary corporation that is 'hired' to defeat rebel groups around the world. The game actually requires the gamer to assume the dual role of a Commander-in-Chief and CEO by requiring the management of business functions, like investment, research, and design production, in addition to the standard battlefield responsibilities.

The competitive advantage that *W.A.R. Inc.* enjoys over other strat games is the ability to actually design the weapons that are used in battle. Over a million weapon variants are possible, possessing such firepower as machine guns, hellfire missiles, plasma accelerators, to rail guns and more. The single player mode offers over 20 campaigns, with up to three mission objectives, each utilizing 20 basic customizable units.

Additional features include a battlefield editor, a random map generator, and support for head-to-head modem play, as well as IPX network play for up to six people. *W.A.R. Inc.* is a real time strategy game that should appeal to the novice and veteran alike.



With its expanded gameplay elements, *W.A.R. Inc.* looks to be the next big thing in real time strategic wargames.



1 The most intriguing aspect of the game is the ability to personally design over a million different weapons.
2 Each campaign has as many as three mission objectives with the ability to command up to four strike forces.

Sonicwings Assault

SYSTEM: NINTENDO 64
PUBLISHER: VIDEO SYSTEMS
DEVELOPER: PARADIGM ENTERTAINMENT
RELEASE DATE: FALL '97

The Nintendo 64 flies the unfriendly skies!

Despite many gamers' complaints of the slow arrival of games on Nintendo 64, especially in the face of PlayStation's massive game onslaught, many upcoming Nintendo games are likely meet up to its PR line. One quality game that looks promising is *Sonicwings Assault*.

The first combat flying game for Nintendo 64, *Sonicwings Assault* is Video System's first Nintendo 64 title in the market. An N64 follow-up to the successful *Sonicwings* series, *Sonicwings Assault* offers single- and two-player modes, combining air combat simulation and 'shoot-em up' action, much like Namco's *Air Combat 22*.

The airplanes are based on real military planes, like the F-14 Tomcat, and can move in full 3D. Equipped with neo-futuristic and real weapons, the game provides four kinds from which to choose. The main weapons are comprised of Vulcan cannons and machine guns, all of which have unlimited ammunition. From there, players have access to heat-seeking missiles and rockets, defense weapons, like missiles jammers and explosive mines, which protect you from the enemy's heat-seeking projectiles, and finally, specialized weapons unique to the particular plane you've chosen, and designed for level-end bosses.



Don't be surprised if you fly over what looks like a bunch of Japanese cities.

What's cool is that the game packs ten intense levels, each with a wide range of mission objectives, obstacles, and opponents. It's known that the Japanese version features the Tokyo government building and the Tokyo Tower as well, and it's high likely these will be replaced with familiar landmarks like the Empire State Building when the game reaches the U.S.

At least five of the ten stages are in development as we speak: 'Above the Clouds' takes place high above the clouds and requires RADAR usage; the City Stage sees Tokyo (also possibly subject to change) being attacked by unidentified troops that you'll pick off amid crammed skyscrapers; In the Wilderness Stage, you'll fight a mobile fortress in a canyon in Arizona; in the Sea Stage, you'll encounter dogfights and battle a gigantic submarine boss, and in the Arctic Sea Stage, featuring gorgeous auroras and scenery, the fights become more and more difficult.



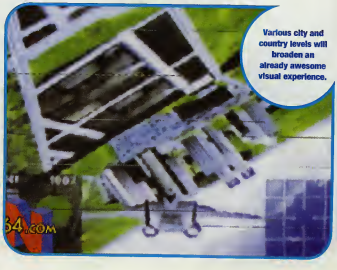
If you've done favors for your team members, they'll help you when you're in a jam.

Taking lessons from different genres, Paradigm is creating a system that benefits players by communicating with the fighters in your formation. The three planes you didn't choose from, fly with you and the pilots talk to each other, asking for help or warning you about upcoming obstacles, or incoming enemies. You'll hear actual audio voices while you're flying. Occasionally, they'll ask for help, and by helping your teammates in a pinch, they'll return the favor by joining you in attacks against level bosses.

Contracts currently are being discussed as to who will publish the game in the West, but Paradigm Entertainment said the title is expected to be acquired, and is most likely to arrive by the end of this year.



1 Full 3D maneuvering enables players to go wherever and whenever they want. Barrel rolls are not an unusual sight, either. **2** Just the sight of this title screen is enough to get our pulses pounding!



Various city and country levels will broaden an already awesome visual experience.


TO HELL WITH YOU.
MATURE
M
AGES 17+
CONTENT RATED BY
ESRB
NINTENDO 64
MIDWAY
www.midway.com
DIRECTED BY
id
DOOM 64
Only the N64 could handle this game.

Dark Rift

SYSTEM: Nintendo 64, PC
PUBLISHER: Vic Tokai
DEVELOPER: Kronos
RELEASE DATE: 2nd Qtr '97

Vic Tokai's new brawler comes out swinging!

Maybe one of the most peculiar developments in the N64 line-up is the console's tremendous vacuum of games, and in particular, fighting games. Where in Jimmy Carter-Georgia are they? *Mortal Kombat Trilogy* and *Killer Instinct Gold* serve their purposes, especially in the old, outdated 2D fighter category, but no more than three companies have really stepped up to the challenge yet (that's Hudson with *Dual Heroes*, Atari Games with *Mace*, and Vic Tokai with *Dark Rift*).

Vic Tokai and Kronos, not a pair carrying a long line of brilliant fighting titles, have paired up to create the first full 3D fighter on N64, due out this spring. Ted Warnock, the game's animation director, told ***ULTRA Game Players*** why the game will outshine its former fighting endeavors. '*Dark Rift* is going to be very fast and responsive,' he said in a phone interview. 'Our N64 engine runs at 60 frames per second (not fields, he assured us), and we've spent an enormous amount of time working on the gameplay in an effort to get it right.'

Dark Rift features as many as nine characters and two bosses, who side-step into or out of a 3D field of play, battling with an arsenal of weapons, various projectiles, and fighting combinations reminiscent of Namco's *Tekken* series. In fact, *Dark Rift* also resembles Namco's *Soul Edge* (or *Soul Blade* on PSX), in its get-up attack combos, and defensive combinations. *Dark Rift* promises more, however. Chain combinations — specific successive moves that create a threatening offensive attack — numerous throw moves, and finishing moves complete the list of attacks. Screenshots from the alpha stages present a colorful, fantastic environment, and a bizarre menagerie of human and alien characters who vie to win the 'Tournament' for possession of the Master Key.

Natural movement is important to fighting games, and the characters in *Dark Rift* should move 'more like human beings than comic book characters,' claims Warnock. 'Most of our stuff is optically motion-captured. Our characters have a tendency to feel more realistic. We wanted them to feel like they were kind of alive,' he added.

It's curious why more prominent companies haven't stepped forward to fill the fighting void, especially since Nintendo itself isn't presenting any real formidable competition. *Dark Rift* is taking the first step in showing gamers how to fight in 3D on N64, and it's more than likely that Vic Tokai is pleased to have the first 3D fighter available. In fact, it's unusually rare. With only two 2D fighters already out, and only a few 3D fighters planned, *Dark Rift* is in the perfect opportunistic spot to take the 3D brawling crown.



Aaron launches his devastating attack on Scarlet. Ouch, that's gotta hurt.



1 Not your average dude, Gore can inflict serious damage with one blow, but he's slower than other opponents. 2-3 Morphix looks to satisfy players who want something different from their fighters, as he changes and morphs to defeat his enemies.



Nikki has got looks that kill, as well as a *Star Gladiator*-type weapon!



1 Nikki goers in for quick multiple slashes, while Aaron takes in the little cuts in bruises, waiting for the perfect time to pull a devastating blow. 2 It's difficult to look at sexy Nikki and not think of a similar character, with ironically, similar weapons, from *Star Gladiator*. 3 Atmospheric backgrounds and sci-fi influenced artwork is prominent in *Dark Rift*.

BRAHMA Force™

The Assault on Beltlogger 9



KIDS TO ADULTS
CONTENT RATED BY ESRB

Genki

JALECO

PlayStation

COMING SOON TO PLAYSTATION

©1997 GENKI CO., LTD. Presented by JALECO LTD. Jaleco and the Jaleco logo are trademarks of Jaleco Ltd.
Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.
The ratings icon is a trademark of the Interactive Digital Software Association.
THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC UC DESIGNATION.

Duke Nukem 3D

SYSTEM: SATURN
PUBLISHER: SEGA
DEVELOPER: SEGA/LOBOTOMY
RELEASE DATE: SUMMER '97

A butt kickin', wise crackin' Saturn game with an attitude

Not just another *Doom*-clone (at least to fans of the PC game), *Duke Nukem 3D* is a first-person shooter that is noted for the wise-cracking, bad ass attitude of its main character. The player assumes the role of Duke Nukem, a mercenary who must run, jump, swim, and jet pack through various levels in order to save Los Angeles from evil aliens.

Gameplay centers around standard first-person shooter fare, with the player navigating a maze of rooms and corridors while trying to kill everything in sight. With an arsenal of weapons including pipe bombs, chain guns, rocket propelled grenades and a doubled barreled monstrosity called the 'Devastator', *Duke Nukem* offers 28 levels of gameplay, including one all new Sega Saturn level. The levels are filled with nine different types of enemies and are littered with special tools and power-ups that must be utilized to accomplish missions. Enhanced sound for the Saturn version of the game also creates an immersive environment. For Net Link owners, *Duke Nukem 3D* for Saturn will allow up to four people to participate in head-to-head combat.

Even this early on, it appears that all of *Duke's* gameplay and personality will make the transition to the Saturn unscathed. What is particularly appealing about the game, is that the game engine and graphics are noticeably improved over the PC version of the game. Based on a new incarnation of the Powerslave engine, *Duke Nukem 3D* for the Saturn looks to be the fastest, smoothest running first-person shooter ever for a home-console system. In addition to how well the game moves, the graphics are also a significant step up from the PC version. There is little pixelation and everything has a crisp, high-res appearance. The use of light sourcing and real time lighting effects just make the game look even prettier.

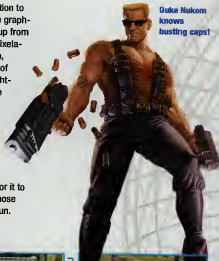
Although first-person shooters of the PC world are flooding home consoles, few can truly be considered top notch conversions. *Duke Nukem 3D* offers enough enhancements for it to deserve serious attention for those looking for a little destructive fun.



1-2 Though the environments should look familiar to *Duke* fans, the Saturn version does boast enhanced graphics.
3 Advanced light sourcing technology and real time lighting effects make this the best looking *Duke* game ever.
4 Any game that lets you kick people has got to be cool.



A mega-hit on the PC, *Duke Nukem 3D* sets its sights on blasting its way into the world of Saturn.



Duke Nukem knows busting caps!



1 Let's get this straight — you want to kill land boy! 2-3 What are you waiting for? Blast 'em!!! 4-5 A derivative of the Powerslave engine, the game allows for smooth, fast gameplay that brings home the intensity of the death and destruction.

Release List

* **NOTE:** All release dates are subject to change at any time

May

PlayStation

Ball Blazer Champ - LucasArts
Battle Arena Toshinden 3 - Playmates Int. Ent.
Battlesport - Acclaim
Broken Helix - Konami
Darklight Conflict - EA
Discworld 2 - Psygnosis
Dynasty Warriors - Koei
Golden Nugget - Virgin
Hexen - GT Interactive
MDK - Playmates Ent. Inc.
MVP College Football - Data East
Overblood - Electronic Arts
Shadoan - Ready Soft
Spawn - Sony CE
The Fallen - Psygnosis
Wild Arms - Sony CE

Saturn

Albert Odyssey - Working Designs
Bedlam - GT Interactive
Darklight Conflict - Electronic Arts
Dragon's Lair 2 - Ready Soft
Extreme Pinball - EA
Fighters Megamix - Sega
Pinky and the Brain - Konami
Super Motorcross - Acclaim
Ten Pin Alley - ASC Games
Wing Commander 3 - Origin

PC

Armored Fist 2 - NovaLogic
Betray Antara (Win 95) - Sierra
Darklight Conflict - Electronic Arts
Dungeon Keeper - EA
Fallen Haven - Int. Magic
Galactic Mirage (Win 95) - Virgin
MDK - Playmates Ent. Inc.
Moto Racer - BMG Interactive
Space Bar - SegaSoft
The 11th Hour (Win 95) - Virgin
Ultima Online (Win 95) - Electronic Arts
VR Baseball - Interplay
W.A.R. Inc. - Interactive Magic

SNES

Brunswick's World - T•Hq
Timon & Pumba - T•Hq

June

Nintendo 64

Clay Fighter 63 1/3 - Interplay
Dark Rift - Vic Tokai
Hexen 64 - GT Interactive
Perfect Striker - Konami
Robotron X - Midway Home Ent.
Star Fox 64 - Nintendo
War Gods - Williams Entertainment

PlayStation

Aaron vs. Ruth - Mindscape
Alien Striker - Atlus Software
Bedlam - GT Interactive
Clay Fighter III - Interplay
Demon Driver - Philips
Killing Time - Acclaim
Marvel Super Heroes - Capcom
Mega Man X4 - Capcom
Mortal Kombat 2 - Acclaim
Near Death - Atlus Software
Necrodome - Mindscape
Need For Speed 2 - EA
Onside Soccer - Amer. Technos
Pinky and the Brain - Konami
Sign of the Sun - Koei
Street Fighter Collection - Capcom
Swiv - Interplay
The 11th Hour - Virgin
The Lost World - Dreamworks Interactive
Time Crisis - Namco
TNN Bass '97 - ASC Games
War Gods - Williams Ent.

Saturn

Alien Striker - Atlus Software
Broken Helix - Konami
Demon Driver - Philips
Descent - Interplay
Duke Nukem 3D - Sega
Killing Time - Acclaim
Manx TT - Sega
Marvel Super Heroes - Capcom
Mega Man X4 - Capcom
MVP College Football - Data East
NBA Basketball - Konami
Sacred Pools - SegaSoft
Shining the Holy Ark - Sega
Sky Target - Sega
Street Fighter Collection - Capcom
The Lost World - Dreamworks Interactive
Ultimate Football - Sega
World Series Baseball '98 - Sega

PC

Blood - 3D Realms
Dark Reign (Win 95) - Activision
Deathtrap DNG (Win 95) - EIDOS Interactive
Flying Saucer - AnyRiver Ent
Galactic Conquest - The 3DO Company
Meat Puppet - Playmates Int. Ent.
Need For Speed 2 - EA
Road Moscow - Encore Software
Unreal - GT Interactive
688I Hunter/Killer - EA

July

Nintendo 64

Robotech: Crystal Dreams - Philips
Tetrisphere - Nintendo

PlayStation

Down in the Dumps - Philips
Legends Football '97 - Accolade
Ninja - EIDOS Interactive
QAD - Philips

Saturn

Legends Football '97 - Accolade
Magic Knight Rayearth - Working Designs
Ninja - EIDOS Interactive
VR Baseball - Interplay
VR Pool - Interplay

PC

Ultima Online (Win 95) - EA

August

Nintendo 64

GoldenEye 007 - Nintendo
Mission: Impossible - Ocean

PlayStation

Colliderz - ASC Games
Dungeon & Dragons Arcade Collection - Capcom
GT Football - GameTek
Red Asphalt - Interplay

Saturn

Colliderz - ASC Games
Dragon's Lair 2 - Ready Soft
Dungeon & Dragons Arcade Collection - Capcom
Lunar: Director's Cut - Working Designs
Quake - Sega
Resident Evil - Capcom
Shadoan - Ready Soft

PC

Lands of Lore 2 - Virgin
NFL Legends '97 - Accolade

Calendar of Events

IMAGINE GAMES NETWORK

IGN
IMAGINE GAMES NETWORK

Our Affiliates:

Third Generation
www.3rdgeneration.com

GEO
www.gaming-enthusiast.com

PLAYSTATION GALLERIA
www.vidgames.com

WEB PROJECT
www.metro.net/slikatel

PN PlayStation nation
www.psxnation.com

secrets of the SEGA SAGES
www.segasages.com

Sega Saturn Network
www.sega-saturn.com

THE VF
www.vfhome.com

VIDEOGAMERS.COM
www.videogamers.com

www.evansville.net/~tyrant21/duke.htm

THE SERIOUS GAMERS PAGE
DOOM DUKE 64 HEXWARRIOR & MORE...
www.escape.ca/~tpeters/gamers.html.com

Thurs MAY 1 — **Core Interview**
PSX
PSXPower interviews the guys at Core to find out about their upcoming games, including Ninja and Tomb Raider 2.

Fri MAY 2 — **Hand Held Gaming**
ULTRA GAME PLAYERS
Ultra Gamer Players takes a look at portable game, past, present and future. Classics from the past and new ideas for tomorrow.

Mon MAY 5 — **Beat Doom 64**
64
Don't miss the Doom 64 Walk-through and Strategy Guide. A complete, downloadable guide through all 30 levels of Midway's most recent game.

Tue MAY 6 — **boot Reviews**
boot Net
All Boot's latest reviews will be launched onto bootNet.com. Make sure you're ahead of the PC market.

Wed MAY 7 — **The Perfect Game**
ULTRA GAME PLAYERS
You vote for the greatest game of all time in Ultra Game Players Special Poll. We'll pool your votes, decide on a winner and let other readers see why you voted for the "ultimate game".

Thur MAY 8 — **The History of SEGA**
SATURN WORLD
SaturnWorld chronicles the recent chapters. From the 32X to Virtua Fighter 3

Fri MAY 9 — **Game Censorship Forum**
NEXT GENERATION
What role, if any, should the government play in the gaming industry? Voice your opinions in a Special Forum set up by Next Generation Online.

Mon MAY 12 — **Have Your Say**
PSX
How would you improve PSXPower? Send us your suggestions into this Special Forum and you could win $300 worth of PSX games.

Tue MAY 13 — **IGN Debate**
IGN
The editors at N64.com, SaturnWorld, and PSXPower debate the most recent issues effecting their consoles. Text and streaming audio versions available on all three sites.

Wed MAY 14 — **Where is M2?**
ULTRA GAME PLAYERS
Ultra Game Player's expose on the rise, fall, rise and whatever of the most elusive console the gaming world has never seen.

Thur MAY 15 — **Talking PC Games**
PC GAMER ONLINE
Chat with the PC Gamer Online editors in the IGN Palace.

Fri MAY 16 — **Win Cool Stuff**
SATURN WORLD
SaturnWorld is giving away plenty of Sega goodies in this mammoth contest.

NEXT GENERATION ONLINE
www.next-generation.com

ULTRA GAME PLAYERS
www.ultragp.com

64.com
www.n64.com

boot Net
www.bootnet.com

www.imaginegames.com

Every day, one of the seven sites in the Imagine Games Network hosts a special event. These include interviews, chat forums, downloads and extra features.
And they're all absolutely free.

All you have to do is to check the times and the dates of the events, and make sure you're there to enjoy them. You'll find the urls of all the sites at the bottom of this page.

MAY

Mon MAY 19 Monster Demo Deployment
Five new demos for PC and two for Macintosh will be added to Next Generation Online's ever-growing demo section.

Contest
Affiliate site PlayStation Nation will hold a week long contest to win a copy of Rally Cross and a Negcon.

Tue MAY 20 Five Day Compo
The N64.com FIFA Soccer '97 Contest starts today. It's a five-day event with five different questions, in which the winners receive a free FIFA Soccer '97 cartridge

Wed MAY 21 Exclusive Preview
Sneak Peak - PSXPower takes an exclusive look at one of the hottest new games. Screen shots and movies available for download. This is the big one!

Thur MAY 22 Duff Game Systems
Jaguar, 3DO, Vectrex - they're gone but not forgotten. Enjoy Ultra Game Player's huge feature exposing the lost systems and the games you'd all forgotten. Why did they fail? Where are they now? Where can you still buy one?

Fri MAY 23 PC 3D Board Exploration
What's the best 3D board for you? Next Generation Online explores some of the new entries to the market.

Mon MAY 26 boot Previews
See a panoply of Boot previews on bootNet.com. For PC addicts only.

Tue MAY 27 Tour a Major Game House
Take an interactive tour with PSXPower of one of the industry's biggest games companies. Movies, screen shots, and text available.

Wed MAY 28 Saturn Sports
Get a complete look at the Sega sports world with SaturnWorld's in-depth feature.

Thur MAY 29 Challenge the Team
Play X-Wing vs. TIE Fighter against the PC Gamer editors (details will be announced on PCGamer.com).

Fri MAY 30 Mid-Year Round-up
N64.com analyzes and critiques the games from January-June 1997, and forecasts what's in store for in the upcoming months.

All events begin at 6pm PST

PSXPower keeps you up-to-date with the latest news and information about the PlayStation and Sony. Updated daily with the hottest previews, unbiased reviews and in-depth features, you won't find better PlayStation coverage anywhere on the Web.

SATURN WORLD
www.saturnworld.com

PSX POWER
www.psxpower.com

PC GAMER ONLINE
www.pcgamer.com

WCW™ VS THE WORLD



"...sets the standard for next generation wrestling games..." EGM '97



- Available for PlayStation
- 15 of your favorite WCW superstars
- 60 wrestlers from 6 different organizations
- 30 to 40 moves per wrestler
- Over 10 hot 3-D arenas

Also appearing: Sting, Rick Steiner, Scott Steiner, Ultimo Dragon, Masahiro Chono, Lex Steven Regal...and more!

Visit your local retailer or call
1-800-WCW-8468 for orders only
www.wcwwrestling.com
www.thq.com

T-HQ

PlayStation

REVIEWS

Welcome to the most comprehensive reviews section anywhere.

You know that a lot of you out there think we've got it easy; playing all the latest games on all the latest systems, but you've got to remember that this is a magazine, so there are all kinds of time restrictions and deadlines. If you worked here, you'd have to put up with all of the planning meetings, which always seem to start with the prayer to Chris' purple cape (yes, it's true...). Then, after you got your assignment, you'd have Bill (Evil Bill, not the rarely seen Really Nice Bill) screaming at you every day. Most of the time, he'd be yelling at you because you were late in turning in copy, but there are those few unsettling times when he just yells at you for no reason, or at least for reasons known only to Bill. We've found that, at these times, it's best to just look at the floor and mutter 'Damn right, Sarge!' a bunch of times. Now, you still wanna work here?

067 Battlestations
075 Blast Corps
068 City Of Lost Children
078 Descent Maximum
070 Lunacy
078 M:TG BattleMage
066 Mega Man 8
062 MDK
076 Pod
065 Rally Cross
076 Scud
078 Thunder Truck Rally
076 Wing Commander IV



INSIDE THE SCORE-BOX

We pride ourselves on having the best, most comprehensive scoring system in the biz. Here's how the formula works:

- **GRAPHICS** How a game looks is only a small part of the formula, but an important one. Great graphics can pull the player into a world and make the experience seem all the more real. **Weighted by 4.**
- **MUSIC** Again, music won't make or break a game, but if the soundtrack moves you in an RPG, or gets your heart pumping in a fighting game, it adds to the overall appeal. **Weighted by 2.**
- **SOUND EFFECTS** Good sound effects can actually help you to 'feel' the game better. Just imagine how much less of an impact a heavy punch would make if it only made a small 'tick' on contact. **Weighted by 2.**
- **INTERACTION** How well does the game respond to your commands? How much influence do you have over what's going on? **Weighted by 4.**
- **BALANCE** Is the game childishly easy one level, then frustratingly hard the next? Does your opponent have an unfair advantage? When you want to save, do you have to walk an hour back to the village? **Weighted by 4.**
- **DEPTH** Ever bought a game, fallen in love with it the first hour, only to beat it in two hours? A great game will take a long time to finish, and offer plenty of reasons to come back for more. **Weighted by 4.**
- **EXTRAS** Did the game's programmers go for that 'little extra', hooking in codes, hidden items, secret screens, or other added bonuses? **Weighted by 1.**
- **PRESENTATION** Does the game create a world that draws you in? Do the intro screens and menus reinforce this environment? **Weighted by 1.**
- **INNOVATION** A game can be loads of fun without offering anything totally new, but the classics are always the trendsetters. **Weighted by 1.**
- **RATING** The total sum of all the categories, divided by 23.



The ULTRA AWARD

When a game makes it through our grueling review system and still comes out with at least a 9.0, it earns our ***ULTRA Award***. This is our guarantee that you'll love these games, so don't miss 'em!

RATING

The system is the result of hours of gameplay and endless toil, resulting in the most in-depth (and, uh... complex) rating in the industry.

10	Extraordinary	8.0-8.9	Very Good	6.0-6.9	Average	4.0-4.9	Seriously Flawed
9.0-9.9	Ultra	7.0-7.9	Good	5.0-5.9	Lacking	0.0-3.9	Unforgivable

REVIEW

PC CD-ROM

コンピューターゲーム

MDK

A PC game to Murder, Death, Kill for...



As long-time readers of this magazine may have noted, prior to our incarnation as ***ULTRA Game Players***, there was generally little affection directed by ***Game Players'*** editors to games on the PC 'platform'. Whether it was the sub-standard graphics and sound, cumbersome control interface, or (must likely) the frustrating array of challenges to get a game running properly, PCs just didn't seem to offer the convenience, affordability, and enjoyment offered by home console systems. What's the point of this major harangue? Well, the times they are a changin' and, with games like *MDK* coming down the pipe, any true gamer can no longer ignore what the PC world has to offer.

The most noticeable drawback of arcade-style games on the PC has been the quality of the graphics and animation. Even now, too many games require that a gamer possess the hottest, latest, PC hardware (with a kick-ass 3D graphics accelerator to boot) in order to get the game to look and perform anything near what is the expected standard on the home-consoles. *MDK*'s still requires at least a Pentium 90, but beyond that, the gamer can expect a top notch game in terms of the resolution, beauty, and fluidity of the graphics. There are numerous moments in *MDK* when the player is simply blown away by the vast environments that maintain detail far off into the distance. A battle-suit adorned character named Kurt infiltrates, traverses, and fights his way through these environments with a level control and smoothness previously only possessed by Lara Croft of *Tomb Raider* fame. Kurt even has the advantage when it comes to the speed at which he travels through and interacts with the environment.

Regardless of how good *MDK* looks, Shiny Entertainment has always been noted for their excellence in gameplay design. Though this game is their first venture into both the worlds of PCs and 3D gaming, *MDK* succeeds for the most part in offering tight, balanced gameplay, despite the challenges proffered by huge 3D environments. The 60 levels of gameplay, spread out over six different enemy mobile mining cities, are filled with awe-inspiring sites, challenging enemies and bosses, and an armory's worth of destructive weapons. *MDK* offers intense, frenetic blast-fests that recall the likes of *Doom* while offering additional strategic facets to consider with its first-person 'sniper mode'. Add in aspects such as puzzle elements and the tactical possibilities offered by the huge 3D environments and *MDK* quickly becomes the thinking man's massacre game.

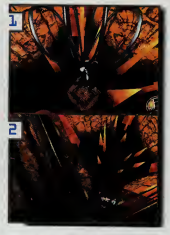
However, great looks and exhilarating gameplay aren't the only things that *MDK* brings to the table. Perhaps what puts the game over the top is the infamous Shiny 'touch'. Shiny Entertainment litter their games with style, personality, and humor, which always seem to enhance the gaming experience by making the game slightly different, a tad more special, and a lot more fun. Touches

REQUIREMENTS

- IBM PC
- Pentium 90 or Higher
- Windows 95 or DOS
- SVGA
- 16MB RAM
- 2X CD-ROM Drive



Furious action, smooth gameplay, and expansive environments make *MDK* a great game, not just a great PC game.

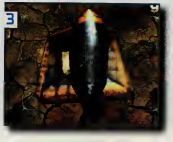


Levels aren't just horizontally huge. Be prepared to go up and up, and then come down using the breathtaking ribbon-chute. What a rush!

1 Each level begins with a reentry through the atmosphere. 2 A canine buddy comes to the rescue when a mission is completed. 3 Occasional look-down bombing missions help to diminish enemy strength prior to infiltration. 4 Yes, there's even a little snowboarding. Shiny threw the kitchen sink into *MDK*. Hey, wait a minute, that was in *Earthworm Jim*.









SNIPER MODE

What separates *MDK* from other third-person perspective action games is the ability to switch to a first-person 'Sniper Mode' on the fly. Thanks to the game's high resolution graphics, the player can then zoom the camera view in to a target far off in the distance. Three in-helmet 'Bullet Cam' displays allow the player to follow the trajectory of his shots. This is a silent, efficient, and deadly mode of operation, but be prepared to switch out of sniper mode quickly after disposing of an enemy (Friends of the deceased may happen to notice that the dearly departed is missing a head for some curious reason.).





1 PC gamers can enjoy such exquisite graphics effects as transparencies and reflections even without a 3D graphics accelerator. 2 The background graphics and textures can look a little pixelated on occasion, but in the heat of the battle, the *MDK* gamer just won't care.

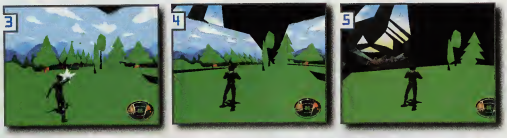
like 'The World's Smallest Nuclear Bomb', a dog-piloted bomber offering air support, and an inflatable decoy doll are the little things that show the good nature, care, and extra effort that is lacking from far too many games. A dark, atmospheric game like *MDK* could have easily been just another generic gore-filled videogame if not for these small, but important, aspects.

If there are any complaints about the game, it is in some basic fundamental design elements. Despite the expansive 3D nature of the play arenas, there is a definite track-like progression to events. The omnipotent hand of the developer always seems present in the background, as the game's basic structure relies on solving challenges in one area before progressing to the next pre-determined area. The challenges themselves also seem to be designed around discovering one particular solution instead of encouraging the gamer to innovate and explore alternatives. The problem here lies in the juxtaposition of fundamental 2D gameplay elements within the less restricted confines of the 3D world. Thanks to the strength of the immediate gameplay, these more subtle aspects of the game's design are never grating, but a more thorough exploration of the possibilities of 3D game design would have been welcome. As it stands, *MDK* may not be a work of art for the ages, but it is a polished, exceptional effort that easily outclasses most of the competition in its genre — be they PC or console games.



Incredibly accurate collision detection allows the gamer to pick off a limb or two before finishing off an enemy. (Need a hand, buddy?)

ROGER BURCHILL



3-5 While there are some area of MDK that suffer from draw-in, the gamer just won't notice these, as the heat of combat and the thrill of exploring the huge game environments take precedent over minor graphic details.

ALTERNATIVES

Die Hard Trilogy	6.5
Resident Evil	9.2
Tomb Raider	9.5
Shadows Of The Empire	6.7

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	9	INTERACTION	9	EXTRAS	8
MUSIC	9	BALANCE	10	PRESENTATION	9
SOUND EFFECTS	8	DEPTH	10	INNOVATION	8

RATING **9.2**



© 1997 Interplay Productions. All rights reserved. Clay Fighter 63 1/3 and Interplay are trademarks of Interplay Productions. All rights reserved. Nintendo, Nintendo 64 and the 3-D "N" are trademarks of Nintendo of America, Inc. All rights reserved. All other copyrights and trademarks are the property of their respective owners.

RALLY CROSS

Finally, an off-road racer that really takes off!

Known mostly for sports titles such as *Gameday '97*, Sony Interactive Studios has separated itself from the pack in the already overcrowded market of off-road racers with one of the best-looking and playing racing games available on the PlayStation.

The graphics in *Rally Cross* are quite simply unbeatable. There isn't another racing game available that looks any better. Whether it's the contoured terrain, the smooth polygonal models, or even special effects like dust, mud, and water; *Rally Cross* is a sight to behold. Draw-in, the 32-bit racing curse, is almost non-existent, as the hills and valleys tend to hide the distant horizon.

All six of the course types have distinctly different terrain that looks and handles in its own unique way. Whether it's sand, mud, ice, snow, or paved road, the wide-variety (16 in all) of cars handle differently on each surface.

Each of the six courses also have three different versions, which feature track add-ons and short-cuts. You can also race any of the tracks backwards, which raises the total of different race courses to a whopping 36! But the key feature that raises *Rally Cross* above the crowd is an awesome split-screen race, as well as a four-player showdown. The frame-rate decreases for the split and quad screens, but the fast-paced racing and violent crashes make for perfect head-to-head competition. There's even a mode where you actually race the opposite direction of your opponent, which ultimately leads to some amazing head-on collisions.



Rally Cross has amazing real time light-sourcing and special effects, like dirt flying off the tires.

The only problem with *Rally Cross* is the control. The cars all have a real heavy feeling as you make turns, but one little bump and the cars are suddenly light and flying all over the course. In the multi-player game, this is fine, but trying to get through the computer opponents is near impossible on the harder levels. The computer doesn't flip over on the harder levels, meaning you are the only one left with the chore of flipping back on your wheels.

Despite its minor flaws, *Rally Cross* is still one of the best PlayStation games so far this year. It certainly has enough depth to keep you playing all the way into '98.

● MIKE SALMON











ALTERNATIVES

Sega Rally 4.5
Raga Racer 7.5

1 The true 3D terrain takes a while to get used to, but allows for tons of strategy and a tough race. 2 The crashes are amazing as the cars flip over each other! Once on the ground, you have to rock the car back on its wheels. 3-4 The variety in tracks is great for looks, but more importantly, each terrain handles differently as well. 5 Two or four player races on one screen are an absolute blast, despite some slight problems with the frame-rate.

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	10	INTERACTION	6	EXTRAS	10
MUSIC	8	BALANCE	7	PRESENTATION	9
SOUND EFFECTS	7	DEPTH	9	INNOVATION	8

RATING

8.1

REVIEW

PLAYSTATION

プレイステーション

MEGA MAN 8

Will the real Mega Man please step forward?

By giving players *Mega Man 8* (the original Mega Man, not that 'X' character), Capcom couldn't have chosen a better present to celebrate the little guy's tenth birthday. This may look like another boring 2D platformer, but by taking advantage of the PlayStation's color palette, sound chip, and FMV compression, Capcom has not only made *Mega Man 8* one of the best 2D platformers ever, but also a full blown multimedia experience.

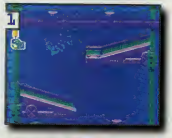
Starting off with the most elaborate animated cut-scenes ever seen in a videogame, *Mega Man 8*'s opening gets the player charged up for some serious platforming action. Like its predecessors, *MM8* has an excellent learning curve. By starting out with simplistic level designs, the player is given the opportunity to adapt to Mega Man's moves and weapon systems. As the game wears on, the bosses and stages get increasingly tougher, but without ever getting to the point to where the game gets overly frustrating. The last few stages are guaranteed to keep even the most seasoned of veteran game players on their toes. Despite being predominantly a straight-forward platformer, Capcom has thrown in a few surprises like shooting levels, where Mega Man flies around, destroying enemies and grabbing power ups, reminiscent of those found in Konami's *Gradius* series. Whenever our hero finds himself in a bind or running low on energy, he can always turn to his robotic dog, Rush, for help. Even Mega Man's sister, known as Roll, and the devastating Proto Man pop in from time to time to give advice or lend a hand.



All of the bosses in *Mega Man 8* have their strengths and weaknesses.

If there is one fault that *Mega Man 8* has, it's the music department. The soundtrack sounds too much like *Ridge Racer*'s generic rave music and doesn't mix in well with the gameplay. But, if this kind of music is your thing, then by all means, crank it up.

In the end, it's not just the gameplay and pretty graphics that make *MM8* a fun gaming experience, it's the whole presentation. Everything, from characters from Mega Man's past making cameo appearances, to the great voice samples to the beautiful FMV, make *MM8* not only the best of the series, but also the best 2D platformer on a next-generation system since *Guardian Heroes*.



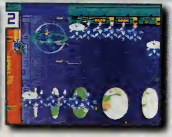


1 Mega Man now has the ability to swim!
2 The real Mega Man is finally back and he's never looked better.

● JASON MONTES

ALTERNATIVES
Crash Bandicoot 8.8
Pandemonium 8.1
Sonic 3D Blast 7.0









1 This screen lets the player choose from the game's different stages. 2 New challenges, like navigating this bubble through spikes, await our hero. 3 Timing and wits — something all *Mega Man* fans should know about — are an integral part of the game's strategy. 4 *Mega Man 8*'s cut-scenes sport the best animation seen in a videogame since the likes of *Guardian Heroes*.

THE LINE

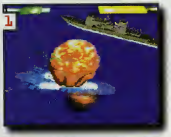
● AUDIO & VIDEO		● GAMEPLAY		● SPECIAL	
GRAPHICS	8	INTERACTION	9	EXTRAS	9
MUSIC	5	BALANCE	9	PRESENTATION	9
SOUND EFFECTS	8	DEPTH	8	INNOVATION	6

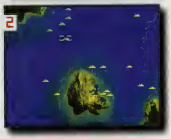
RATING **8.1**

BATTLESTATIONS

Yet another reason to say, 'You sank my battleship!'

To the uneducated observer, *Battlestations* appears to be a completely original game, however, anyone who owned an Intellivision knows exactly where the idea for this game came from. *Sea Battle* was one of the best playing action-strategy games ever made for a home console, and EA is attempting to combine that classic gameplay with a 32-bit face-lift.





1 Battles go to the land when you capture the enemy base by dispatching marines. 2 All of the different maps and scenarios allow for nearly endless gaming. Watch out for the mines!

Battlestations is a game in which you deploy and maneuver a fleet of ships against an enemy (computer or human), and then encounter them in an arcade-style shoot-em up. Against the computer, you can play in a wide variety of campaigns that have you attacking bases, stopping convoys, and rescuing hostages. The key is to use the proper ships in a strategic attack to achieve the goal.

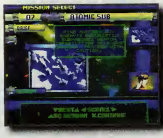
There are eight different kinds of ships which each have their own array of weapons. The ships include the Submarine, Troop Transport, Mine Layer, Aircraft Carrier, PT Boat, Destroyer, Cruiser, and the almighty Battleship. Even though these are real ships, *Battlestations* is definitely not a sim.



The arcade-style battles feature some huge explosions and some real nice graphics.

Instead, it's a strategy and arcade combo that really works. The two-player game is an intense battle of wits and reflexes. It's the best way to enjoy this game. *Battlestations* doesn't have the depth of *Red Alert* or the pure arcade adrenaline of *Soviet Strike*, but is a nice mix of both.

Unfortunately, the game could have been better. The main problem is that the battles tend to get very redundant. In *Sea Battle*, confrontations required swift maneuvering and strategy, but in *Battlestations* it usually ends up being two ships right on top of each other, firing as fast as they can. That's really too bad, because if a bit more balance was put into the battles, then this could have been an awesome game. As it is, *Battlestations* is a great two-player game that comes very highly recommended.



A wide variety of missions helps the one-player game, but it can't compare with the head-to-head war.



The guided missiles of the Cruiser seem almost unfair and make it one of the toughest ships to defend against.

● MIKE SALMON

ALTERNATIVES
Soviet Strike 4.0
Return Fire 3.0

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	6	EXTRAS	8
MUSIC	7	BALANCE	7	PRESENTATION	7
SOUND EFFECTS	8	DEPTH	9	INNOVATION	7

RATING 7.3

THE CITY OF LOST CHILDREN

Bringing the magic of a special movie to the PlayStation

When *The City of Lost Children* first turned up in theaters, audiences were stunned by the dazzling special effects and the fantastically weird style of the world created in the movie. So when we first heard that Psygnosis (*Wipeout XL, Destruction Derby II*) was going to attempt to bring that same magic to the PlayStation in the form of a graphic adventure, there was plenty of reason to be excited about the project. After all, if there is a development company that knows a little something about dazzling special effects, it's Psygnosis. Now, several months later, it's time to look at the finished product and as expected, *The City of Lost Children* is a wonder to behold.

The movie, *The City of Lost Children*, is set in an eerie world where children are at constant risk of being kidnapped and forced into a life petty crime. The game finds you in control of a child in exactly this situation. Playing as Miette, a young French girl, you must wander through the extravagantly designed, pre-rendered (a la *Resident Evil*) city, looking for a way to right the situation in the town. To do so, in traditional graphic adventure form, you must talk to the people of the town, find hidden items and solve puzzles to unlock the mysteries of this devious plot. As you wander around the city, you'll find yourself marveling at the spectacularly beautiful sets created as pre-rendered 3D models. Though the beauty of the game is certainly something to marvel at, being able to deliver such elaborate sets does not come without a price. There are distracting bits of loading time to deal with throughout the game. Also, from time to time, the pre-rendered nature of the backgrounds gives them a rather lifeless quality, especially around the water, which simply lies flat on the screen.

The gameplay itself is both frustrating and rewarding as the puzzles are anything but easy to unlock. It takes a bit of trial and error to get through the game, so if you don't have the patience for this style of play, stay away. Also causing occasional trouble is the sometimes awkward control of a 3D character through the limited paths of the pre-rendered backgrounds. If you just can't resist the challenge of a good graphic adventure brain teaser, however, *The City of Lost Children* has a lot going for it by way of an intriguing story line and gorgeous visuals.











PATRICK BAGGATTA



The City of Lost Children is played in a beautiful pre-rendered world.

1 people as this bizarre story unfolds. **2** With its mixing of rendered sequences, the game truly does have a cinematic quality. **3** A vast library of voice samples helps to get a real feeling for the characters. **4** Solving puzzles as you go takes a keen eye and a sharp mind. **5** The ability to change the camera angle in certain scenes is a welcome option in this style of game.

ALTERNATIVES
Perfect Weapon 8.2
Time Commando 6.9
Circle Of Blood 7.3

THE LINE

RATING **7.8**

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	9	INTERACTION	9	EXTRAS	9
MUSIC	7	BALANCE	6	PRESENTATION	10
SOUND EFFECTS	10	DEPTH	8	INNOVATION	7

SAVE YOUR QUARTERS FOR THE LAUNDROMAT

DIE HARD Arcade

IT'LL BLAST YOU LIKE A SAWED-OFF SHOTGUN. DON'T WEAR WHITE.



OKAY, ROOKIE. LISTEN UP. YOUR GIG IS TO RESCUE A HOSTAGE AND KICK SOME TERRORIST BUTT.



USE WHATEVER IT TAKES: MACHINE GUNS, MISSILE LAUNCHERS, FLAME-THROWERS, BROKEN BOTTLES.



GRAB A PARTNER IN TWO-PLAYER MODE AND DOUBLE-TEAM YOUR WAY OUT OF HELL.



ONLY ON SEGA SATURN™

FOX INTERACTIVE

TEEN T

2 PLAYERS

Die Hard™ © 1988, 1997 Twentieth Century Fox Film Corporation. All rights reserved. Sega is registered in the U.S. Patent Office and Trademark Office. Sega Saturn is a trademark of Sega. ©1997 Sega.

WWW.SEGA.COM
WWW.FOXINTERACTIVE.COM

REVIEW
SATURN

LUNACY

Lunacy *plays like a movie — a mixed blessing at best*

Although they aren't as popular in America, FMV (full-motion video) adventure game continues to sell well in PCs and, to a lesser extent, dedicated videogame systems. Take *Myst*, for example. It's been three years since this 'interactive movie' came out on the PC, and it's still the top seller on the market. *Lunacy*, from Atlus, falls into that genre, playing well into this genre's strengths and weaknesses.

The key draw to the FMV game is the coolness factor, or the impressiveness of its virtual world. *Lunacy*'s Misty Town is very cool. From the moment you wake up in this town, players will get drawn into its moody small village atmosphere. The computer-generated graphics render a world that looks like some freak noir/Twin Peaks hybrid. As a credit to the artists, the lighting and the set design turn what would otherwise be a normal town into one teetering on the precipices of Hell.

You play Fred, an amnesiac man with a depressingly normal name and a strange brand on your forehead. Waking up in jail one night, you need to rediscover your identity, find a way to escape the town, and return to the City of Moons, a mystical paradise for Misty's poor inhabitants. Eventually, Fred must face off against Gordon, the evil lord of the town.

The plot, like most adventure games, is the best part, keeping you interested while you're visiting and revisiting the same locations in a relatively small area. Along the way, you get to talk to the townsfolk, who indulge in amusingly opaque monologues, to which Fred reacts blankly. The voice acting is good, but the nasty lip syncing will throw you until you get used to it.

Unfortunately, this window dressing makes for a linear game. *Lunacy*, for all its mystery, leads you by the hand. At one point, you'll look at a gravestone, and Fred will realize, 'There are no flowers!' Then, go to the flower store, get a flower and put the flower on the grave. Then a guy shows up and says, 'That flower always disappears. Why don't you go to my cabin?' And so on and so on. Each character feeds you some depressingly obvious clues, which you only need to hunt through the twenty or so locations in Misty to find.

Simple gameplay aside, *Lunacy* makes a surrealistic ride — once. You finish it, and there's no incentive to replay it as a game. However, players who want to watch *Lunacy*, the 'interactive movie' again, may find it worthwhile.













1 This is the game's big villain. You don't see him for most of the game, but his presence hangs like a shroud over the town. 2 The name's Fred. I'm the hero. I have a lousy name. 3 There are only 20 or so locations in the entire town, so you'll be visiting this flower shop at least twice. 4 Look! It's the clock guy. That means you need a clock. The game's obvious hints ruin the ambiance. 5 This feature lets you watch all the movies, organized by character.

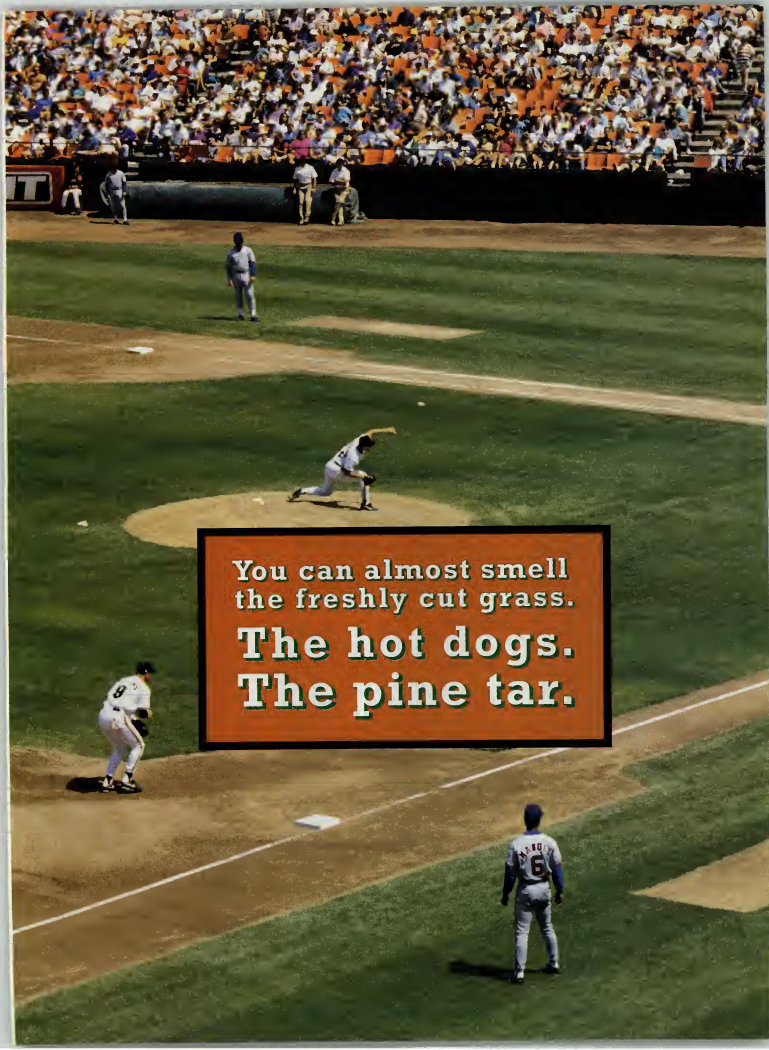
● JEFF CHEN

ALTERNATIVES
Cyberia 7.0
Hell 7.5
D 8.0

THE LINE

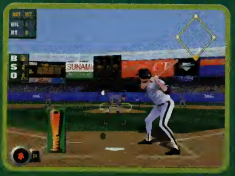
● AUDIO & VIDEO		● GAMEPLAY		● SPECIAL	
GRAPHICS	8	INTERACTION	6	EXTRAS	5
MUSIC	8	BALANCE	6	PRESENTATION	8
SOUND EFFECTS	8	DEPTH	5	INNOVATION	6

RATING
6.6


You can almost smell
the freshly cut grass.
The hot dogs.
The pine tar.



Exclusive **Pitching Meter** lets you control your wind-up and release like an ace reliever. Feel the pressure on the mound that it takes to throw big-league pitches.



Unique **Batting Meter** lets you keep your eye on the ball and control the power in your swing ...everything it takes to find the sweet spot and "park one."



On-the-fly **3-D environment** and free-moving camera give you the action from field level in 28 authentic stadiums. **Accelerated animation** provides the smoothest, fastest graphics for the most realistic baseball action.



Superior **Artificial Intelligence** creates over 800 MLBPA players and prospects who think, move and play like the pros, based on up-to-date player statistics by STATS Inc.® It's your average against theirs. And they didn't come to the majors to lose.

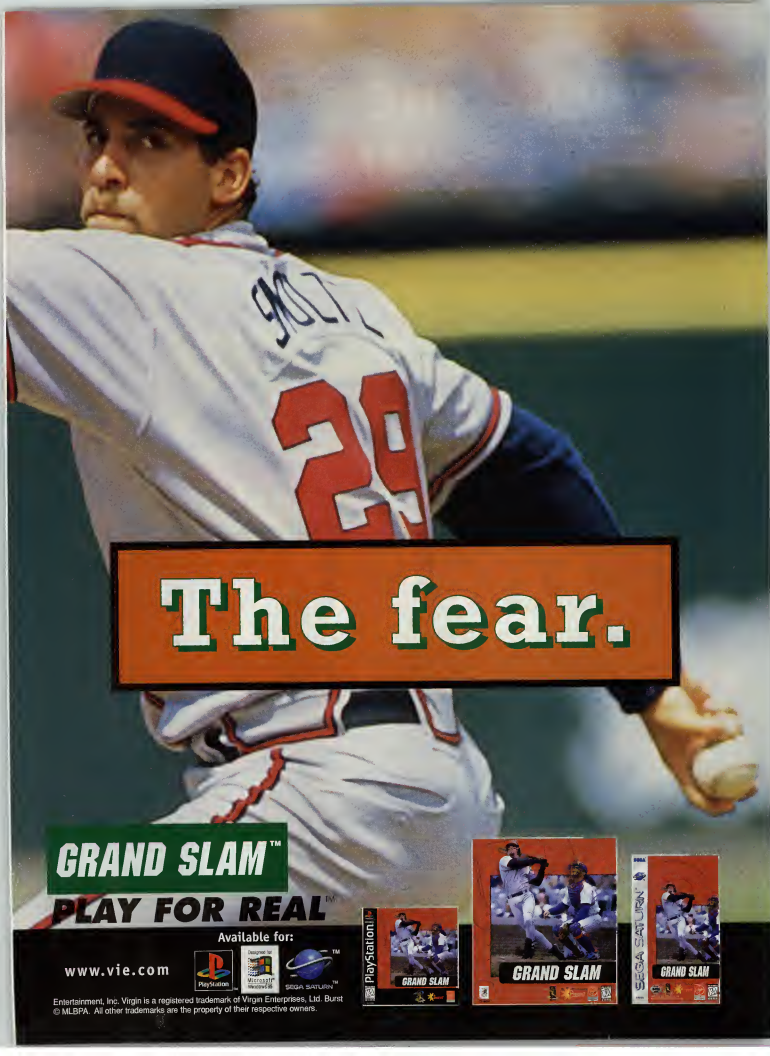


"...unprecedented control."

-ELECTRONIC GAMING MONTHLY

The most realistic gameplay ever.

© 1997 Virgin Interactive Entertainment, Inc. All rights reserved. Grand Slam is a trademark of Virgin Interactive is a trademark of Virgin Interactive Entertainment, Inc. Official Licensee – Major League Baseball Players Association.


The fear.
GRAND SLAM™
PLAY FOR REAL™
Available for:
www.vie.com
PlayStation
SEGA SATURN™
GRAND SLAM
GRAND SLAM
GRAND SLAM
Entertainment, Inc. Virgin is a registered trademark of Virgin Enterprises, Ltd. Burst
© MLBPA. All other trademarks are the property of their respective owners.

WHERE THE COOL PEOPLE HANG OUT.



http://www.ultragp.com

BLAST CORPS



Nintendo finally satisfies your appetite for destruction

After months of broken promises and game delays, Nintendo is finally delivering some great games. *Mario Kart 64* was a fine title and *Blast Corps*, perhaps surprisingly, is a pretty hot little number. Don't let the confusing screenshots fool you, because in practice, *Blast Corps* is a simple matter of destroying everything in your path. Or more correctly, everything in the path of a runaway nuclear missile.









You play the part(s) of the elite *Blast Corps*, an international wreck and rescue outfit, with the most advanced destructive machinery on Earth. The previously mentioned missile is loaded on a truck and out of control — you have to clear a safe route for the truck until it runs out of steam. Sounds simple, but since every vehicle at your disposal has different abilities and, since every obstacle has different properties, it all gets very confusing very quickly.

Much as the action in the game is intense, with trucks and robots blowing up some pretty large objects. It is the puzzle element that finally lifts this to a better level. Blowing up the world is only half the battle. Typically, you'll have to switch vehicles a number of times on a level, using a robot to destroy a building and then a train to move an obstacle out of the way.

1 This is the unfortunate result of letting the missile truck collide with an object. Total devastation. 2 We like this truck. It's hard to control, but satisfying once mastered. 3 The truck's path is predictable enough — it always travels in a straight line — but judging the toughness of an obstacle (like these towers) can be tricky. 4 The train looks pretty, but it's practical too. You can actually get in and drive it — a skill you'll need to complete the game.



The robots look and feel unlike any other vehicles in the game and the change in physics can be disorientating at first.

Strategy is just as important as reflex.

These complicated puzzle levels are broken up by more simplistic, but equally enjoyable race levels, which are in turn broken up by various bonus levels, including a 3D *Pac-Man* style maze, complete with ghost-like enemy trucks. It's this enormous depth which makes *Blast Corps*, if nothing else, a great value for the money. As you complete a level, more of the 'world' is opened up to be completed, practiced or simply explored. A linear structure will lead you to the game's conclusion, but you can take your time and simply screw around and blowing stuff up, if you're feeling lazy.

This is a return to form for the developer Rare who, for the last few years, has been churning out graphical masterpieces like *Donkey Kong Country* or *Killer Instinct*, but without the charm or originality of its early games. If you're a Nintendo 64 owner, then you're drastically short of games, and *Blast Corps* is a breath of fresh air, or a big cloud of acrid dust and smoke — just depends on how you look at it.



Go ahead and pass that missile truck! You've got insurance, right?

● FRANK O'CONNOR

ALTERNATIVES

Super Mario 64 10
WaveRace 64 9.5
Mario Kart 64 8.5

THE LINE

RATING

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	8	EXTRAS	9
MUSIC	6	BALANCE	7	PRESENTATION	8
SOUND EFFECTS	7	DEPTH	8	INNOVATION	9

8.0

SCUD

- GENRE. SHOOTER
- PLAYERS. 1 OR 2
- PUBLISHER. SEGASOFT
- DEVELOPER. SEGASOFT
- RATING. T
- M.S.R.P. $44.99

Based on the popular underground comic book series, *Scud: The Disposable Assassin* offers a unique combination of gameplay. Through the use of Stunner light guns or standard control pads (or a combination of both), one or two players can play a side-scrolling action game or a first-person shooter. While this variety of gameplay is intriguing, the problem with *Scud* is that neither of the genres is very well represented. The gameplay is also marred by the insane pace and extreme difficulty of the game that frequently verges on unfair. The game's ultimate highlight are the cut-scenes that exhibit a personality that the game itself lacks.





1 Use of the standard Saturn controller introduces the player to the thrilling world of... the 2D side-scroller! 2 The use of a light gun improves things only marginally, thanks to the unbalanced gameplay.

ROGER BURCHILL

RATING

AUDIO/VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	6	EXTRAS	5
MUSIC	7	BALANCE	7	PRESENTATION	7
SOUND FX	7	DEPTH	8	INNOVATION	4

5.9

WING COMMANDER IV

- GENRE. SHOOTER
- PLAYERS. 1
- PUBLISHER. ELECTRONIC ARTS
- DEVELOPER. ORIGIN
- RATING. T
- M.S.R.P. $59 -69

Taking place years after the final Conflict with the Kilrathi, *WC4* comes into play with a Confederation Civil War looming overhead. The player once again takes the role of the veteran ace pilot Blair, played by Mark Hamil of *Star Wars* fame. Over the course of the game, the player makes key decisions which have a profound affect on the ending of the story. The game's graphics are lacking when compared to the standards of the day, but the gameplay is straight forward. *WC4* suffers from the lack of a keyboard peripheral, relying on button combinations for shortcuts. Despite this predicament, fans of the series won't be disappointed.

Get a lock on the Kilrathi with *Wing Commander IV!*



JASON MONTES

RATING

AUDIO/VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	5	INTERACTION	6	EXTRAS	5
MUSIC	8	BALANCE	7	PRESENTATION	7
SOUND FX	7	DEPTH	8	INNOVATION	4

6.0

POD

- GENRE. RACING
- PLAYERS. 1 TO 8
- PUBLISHER. UBI SOFT
- DEVELOPER. UBI SOFT
- RATING. KA
- M.S.R.P. $59.95

Offering the most immersive racing experience possible, *POD* takes advantage of Intel's new MMX CPU technology, which allows for higher frame-rates and a greater sense of speed. Features include sixteen regular tracks, several hidden bonus tracks, and three levels of difficulty. Various multi-player options are also provided. *POD* is a very solid contender. The excellent computer AI will give gamers their money's worth.

POD offers PC gamers a chance to live life in the fast lane!



STEPHEN FROST

REQUIREMENTS

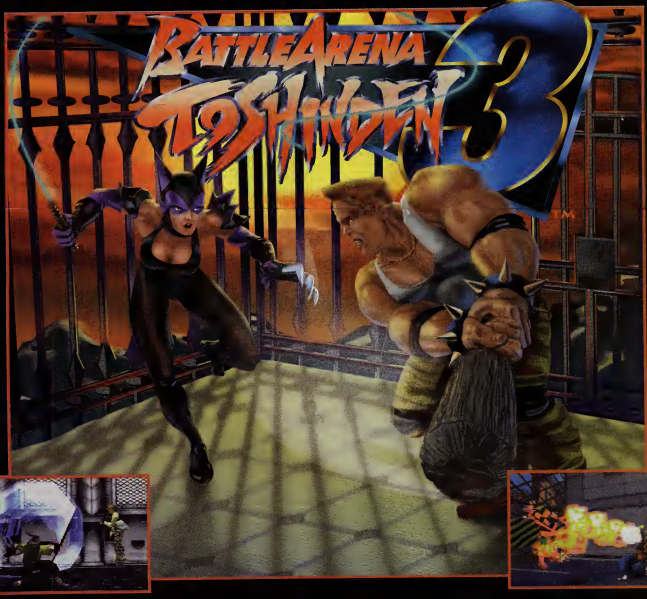
- IBM PC
- Pentium 120 or Higher
- MMX Compatible Machine
- SVGA
- 16MB RAM
- 4X CD-ROM Drive

RATING

AUDIO/VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	9	INTERACTION	8	EXTRAS	8
MUSIC	8	BALANCE	8	PRESENTATION	8
SOUND FX	8	DEPTH	8	INNOVATION	8

8.2

Third time's a charm.
If you consider death charming.



- 10 all new arenas, and this time they're enclosed.
- 30 characters. 12 completely new, each armed with their own deadly weapon.
- Select from an unbelievable 30 frames per second or an even faster 60 frames per second.
- Unique save/ranking feature holds your place between matches. • 2 player mode.
- Dozens of brand new fighting combos. • Improved game and control dynamics.

TAKARA®

http://www.playmatestoys.com

TEEN T ESRB

PlayStation

PIE® is a trademark of Playmates Interactive Entertainment. Battle Arena Toshinden 3 and its characters are trademarks of Takara Co. Ltd. ©1997 All rights reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and PlayStation logos are trademarks of Sony Computer Entertainment, Inc.

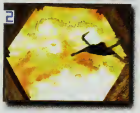
PLAYMATES INTERACTIVE ENTERTAINMENT PIE

DESCENT MAXIMUM

- GENRE. Shooter
- PLAYERS. 1 or 2
- PUBLISHER. Interplay
- DEVELOPER. Parallax Software
- RATING. T
- M.S.R.P. $54.95

All the disorienting gameplay that made the *Descent* series a PC favorite has made it over once again in the second *Descent* game for the PlayStation. Featuring new levels, *Descent Maximum's* most noticeable improvement is in its better control. improved graphics, with more attractive texture maps, and the series' signature light-sourcing, move the graphics more in line with home console standards. The game's main drawback is that its gameplay is beginning to feel overly familiar and dated. The added two player option via the link cable is nice, but *Descent Maximum* suffers from being just another *Doom*-clone whose novelty has sadly worn thin.





1 There's a slight improvement in graphics and control, but there's no mistaking that *Descent Maximum* is a *Descent* game.
2 The use of the same end-level cut scene over and over again becomes a little grating.

ROGER BURCHILL

RATING

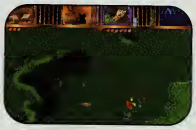
AUDIO/VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	7	INTERACTION	8	EXTRAS	6
MUSIC	7	BALANCE	7	PRESENTATION	6
SOUND FX	7	DEPTH	7	INNOVATION	5

7.0

MAGIC: THE GATHERING BATTLEMAGE

- GENRE. Strategy
- PLAYERS. 1 to 4
- PUBLISHER. Acclaim
- DEVELOPER. Realtime
- RATING. T
- M.S.R.P. $49.99

Acclaim's first entry into the real time strategy genre comes as a huge disappointment, especially when one considers the measures it took to secure the rights for the *Magic: The Gathering* license (Acclaim had a big lawsuit with Micropose). *Battlemage*, simply put, is tiresome and undeniably frustrating. Too often, the AI relentlessly assaults the player, giving him or her no time to formulate a workable strategy. This game may have been better if given a turn-based engine rather than a gimmicky real-time engine. By jumping on the real-time gaming bandwagon, Acclaim has failed to make a satisfactory product. Even hardcore *M:TG* fans should stay away from this poor effort.



JASON MONTES

M:TG doesn't offer anything new or exciting in the way of graphics or gameplay.

RATING

AUDIO/VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	4	INTERACTION	4	EXTRAS	4
MUSIC	8	BALANCE	3	PRESENTATION	7
SOUND FX	7	DEPTH	6	INNOVATION	3

5.0

THUNDER TRUCK RALLY

- GENRE. Racing
- PLAYERS. 1 to 9
- PUBLISHER. Psygnosis
- DEVELOPER. Reflexions
- RATING. KA
- M.S.R.P. $50-60

What does *Thunder Truck Rally* offer? How about circuit racing on three lap courses, endurance racing to checkpoints across open landscapes, and novelty (read repetitive) car-crushing. In the race modes, players race from one of four viewpoints against eight CPU drivers, and must not only beat the pack, but finish without wrecking. The damage element adds strategy, and the trucks take a major beating when airing it out over some pretty high cliffs. With solid graphics, music, and control, it's the gameplay that doesn't feel like it's completely tuned. The game never imparts a thrilling sense of speed or competition, and the CPU cars at times seem devoid of AI, but most off-road fans will find something here to like.



TOM RUSSO

With no split-screen action, up to nine players can compete, but only one at a time.

RATING

AUDIO/VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	7	EXTRAS	7
MUSIC	9	BALANCE	7	PRESENTATION	9
SOUND FX	8	DEPTH	8	INNOVATION	8

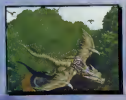
7.7

ALBERT ODYSSEY

LEGEND OF ELDEAN™



In A World Borne Of Enchantment,
There Exist Only One Rule:
Expect The Impossible.







RATING PENDING
T
RP
CONTENT RATED BY
ESRB

OFFICIAL SEGA SEAL OF QUALITY

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA Saturn™ System.

SEGA SATURN™

WORKING DESIGNS®

Our games go to 11.™

SEGA AND SEGA SATURN ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED. "Albert Odyssey" is a trademark of Sun Corporation, Inc., licensed by Working Designs. Original Game © Sunsoft 1996. English Translation © Working Designs 1997. A Division of Sega. Albert Odyssey, For a dealer near you, call (916) 243-3417. Call 1-800-771-3772 for information on Game Ratings.



At ***Ultra Game Players***, 'customer service' isn't just a line, it's a philosophy.

SUBSCRIPTION INQUIRIES

If you have a change of address, invoice or renewal questions, or haven't received ***Ultra Game Players*** by the first day of the issue month, please contact us immediately!

Write: ***Ultra Game Players***
Customer Service Department
150 North Hill Drive
Brisbane, CA 94005
Call: (415) 468-4869
e-mail: subscribe@imagine-inc.com
(type '***Ultra Game Players***' in the subject line)
fax: (415) 656-2486

For written inquiries, please include your full name and address. For change of address, please include both addresses. Please allow 4-6 weeks for changes to your subscription record.

WEB SITE

Ultra Game Players Online is a unique Internet experience that provides you updated industry news, every working day. It's an essential bookmark for those who are serious about gaming and the environment surrounding it.

http://www.ultragp.com

BACK ISSUES

The price per copy for back issues within the U.S. is $5.95, which includes postage. For Canadian and Foreign orders send $8.50 in U.S. funds, which includes airmail delivery. All orders must be prepaid in U.S. funds and sent to the following address:

write: ***Ultra Game Players***
Attn: Back Issues
150 North Hill Drive
Brisbane, CA 94005

Credit Card Orders:

call: (415) 468-4869, M-F, 9 a.m. - 5:30 p.m. PST
e-mail: subscribe@imagine-inc.com
(type '***Ultra Game Players***' in the subject line)
fax: (415) 656-2486

RENTING SUBSCRIBER NAMES

Ultra Game Players occasionally rents our subscriber list to other companies that offer products of interest to our readers. If you would like your name removed from this list, please let us know.

ULTRA
GAME PLAYERS

BACK ISSUES

Remember way back when we were just plain old *Game Players*? Well, you can relive those glory days by ordering our back issues. You wouldn't believe some of the crazy stuff we used to get away with! Ahhh, youth. Anyways, if you're interested, just send us $5.95 per issue (check or money order, US funds only, please) to *Game Players* Back Issues, 150 North Hill Drive, Brisbane, CA 94005. Just think about the outrageous cash you'll be able to get for a complete collection of old-style *Game Players* magazines in only a short couple of years — you could retire and just play videogames all day!

ISSUE 96 — 04/97

COVER STORY:
Tomb Raider 2
Hot new N64 games!
What's next for Sega?

STRATEGIES:
Mechwarrior 2
Diablo
Killer Instinct Gold
Die Hard Trilogy



ISSUE 95 — 03/97

COVER STORY:
Street Fighter III
Tekken 3
Mario Kart 64

STRATEGIES:
Soul Blade
Destruction Derby 2
Christmas Nights
Fighting Vipers



ISSUE 94 — 02/97

COVER STORY:
Turok: Dinosaur Hunter
Very first look at Tekken 3

STRATEGIES:
Virtua Fighter 3 moves list
Virtua Cop 2
Mortal Kombat Trilogy



ISSUE 93 — 01/97

COVER STORY:
ULTRA Game Players SU
Big Predictions for videogames in 1997?

STRATEGIES:
Tomb Raider, Part Two
Wipeout XL
WaveRace 64
Street Fighter Alpha 2



ISSUE 92 — 13/96

COVER STORY:
Which system is best?
The year's top games
1997 Preview
Christmas Nights

STRATEGIES:
Pilotwings 64
Tobal No. 1
Super Mario 64



ISSUE 91 — 12/96

COVER STORY:
NBA Hangtime
WaveRace 64
Soviet Strike
Fighting Vipers
Formula One

STRATEGIES:
Nights
Ultimate MK3
Crash Bandicoot



ISSUE 90 — 11/96

COVER STORY:
Wild 9's
Resident Evil 2
WaveRace 64
Virtual On
Ultima IX

STRATEGIES:
Street Fighter Alpha 2 Moves List
Cash Bandicoot Secret N. Brio Levels



ISSUE 89 — 10/96

COVER STORY:
Tobal No. 1
Virtua Fighter 3
Star Gladiator
SF Alpha 2
Last Bronx

STRATEGIES:
Super Mario 64 Hints
Tekken 2 Combo List



ISSUE 88 — 09/96

COVER STORY:
Crash Bandicoot
Sonic X-Treme
Tekken 2
Mortal Kombat Trilogy

STRATEGIES:
International Track & Field
Golden Axe: The Duel



ISSUE 87 — 08/96

COVER STORY: 30 Page E3 Coverage
STRATEGIES: Olympic Summer Games; Game Shark Codes Section

ISSUE 86 — 01/96

COVER STORY: Wipeout XL
STRATEGIES: Toshinden 2; Panzer Dragoon II Zwei

ISSUE 85 — 06/96

COVER STORY: Sonic for Saturn
STRATEGIES: Street Fighter Alpha2; Soul Blade, Alien Trilogy

ISSUE 84 — 05/96

COVER STORY: VF3,Ultimate MK3
STRATEGIES: Resident Evil,Part 2; Killer Instinct 2

ISSUE 83 — 04/96

COVER STORY: Next-gen RPG's
STRATEGIES: Resident Evil, part 1; Street Fighter Alpha

ISSUE 82 — 03/96

COVER STORY: Panzer Dragoon II Zwei
STRATEGIES: D, Fighting Vipers; NFL Gameday,

http://www.ultragp.com

The best sports videogame coverage anywhere, from gamers who actually play real sports

SPORTSLINE

What a month in sports! After taking several trips to see some of the hottest new games in development, I can say that 1997 is starting to really shape up. Surprising Acclaim looks like they are ready to start challenging Sony and EA in the battle for sports supremacy. Take a look at *NHL Breakaway '98* and *Quarterback Club '98* for proof that Acclaim finally has some good product. Don't miss the exclusive report on *NHL Powerplay '98*. The first polygonal hockey game is back and is looking and playing better than ever. Plus, I've got reviews on *NBA Shoot Out '97*, *VR Baseball '97*, and *Goal Storm '97*. Oh hell, just read through all seven pages of sports goodness and let me know what you think.

In the coming months, I will continue to follow the development of all the sports games, and expect a whole bunch more once I head to E^3 in June. I will see the new *Madden, NHL, Face Off, Pennant Race*, and a few surprises at E^3, as well. Until next month, enjoy the best time of the year in sports! Whether it's the NBA playoffs, NHL Playoffs, Baseball opening day, or even the NCAA tournament, there's plenty for sports fans to enjoy.

Mike Salmon
Mike_Salmon@qm.imagine-inc.com

EXCLUSIVE!

PREVIEW
PLAYSTATION
プレイステーション

NHL POWERPLAY '98

Exclusive look at the sequel to 1996's best hockey game

On a recent trip to Irvine, California, I got the opportunity to sit down at an Anaheim Ducks game with the producer of *NHL Powerplay '98*, Aaron Drayer, and find out exactly what they can do for an encore.

Last year, Radical and Virgin surprised everyone by making the best playing hockey game on the planet. Now, with another year of work behind them, *Powerplay '98* is looking even better. Some of the only complaints about last year's game was the lack of stat-tracking, and right and left-handed players. Those two problems have already been fixed, but the developers didn't stop there. Instead, they are working on completely upgrading every aspect of the game.

The first thing you notice is the graphics and, while last year's game had incredibly detailed players, this year they are even better. Bauer has been signed on as a partner and therefore has their name all over the game. The player's pants, sticks, gloves, and helmets all come with an official Bauer logo. This just adds an even more realistic look to the game. Besides that, all of the player textures have added shading, so that the players look even better.

Some of the strongest points in *Powerplay* were the amazing animations, but the developers wanted more. So they added tons more animations to the already smooth ones from last year.

Motions added include dropping to the knees to block a shot, stacking the pads, getting whacked in the head by the puck, a fake shot, hooking, and a whole new batch of checking animations. These new moves aren't just for looks, either. Each of them changes the way the game is played. Fake shots can bring defenders to their knees, making it easier to skate by for the goal. The new hook maneuver allows you to tie up a player from behind, but press too hard and you'll get a penalty.

Another strong point in *Powerplay* was the sharp AI, but once again, the developers wanted more. This time, the goalies will watch the puck go around the ice and, when the situation is right, they will come out of the net to cut down the angle, or even dig a puck out of the corner on a power play. Some other key additions have been added to the checking. Now, when your player is knocked into a stumble, you can attempt to pass the puck, although the accuracy isn't good. Other new features include create player, trading, fighting, and an all-star game compiled from user stats.

All this, and *Powerplay '98* is still running at over 30fps on the PlayStation. As soon as I get more information on this game, I will pass it on for the one-timer.

Motion Commotion

How many times have you seen the pictures of motion-captured superstars doing their part for a video game? The answer is a lot, but Radical Entertainment takes a different approach to the whole thing.



1-2 Zooming in close on the replays, you can really see the details, like jerseys tucked into Bauer pants and players' names on the jerseys.

Watch out EA, Powerplay '98 is on its way

All through last year, PC players got the raw end of the deal. While the consoles had the beautiful 3D *Powerplay*, the PC version was still sprites. This year, that is all changing, as Virgin takes aim at unseating EA from atop the PC hockey world.

The game will be the exact same game as the PlayStation, but because it fully supports 3D cards and MMX, the PC version should look even better. What's even more amazing is that no matter what size your computer is, *Powerplay '98* has a game for you. If you're running on a p100 or higher, then the 3D goodness is yours, but for those with slower machines, a special 2D version of the game is available to play as well. When asked how *Powerplay '98* could compete with *NHL* on the PC, Drayer had this to say, 'Our AI was better last year and will be again this year. The players react and play with real NHL strategy. And now, with the graphics enhancements, we will look just as good or better'.

The PC version is scheduled for a simultaneous release and will include LAN and modem-to-modem multi-player features.



The front end on both versions has been smoothed up to give it th look.









1-2 The PC version supports all 3D cards and MMX for a super-sharp, high-res, 3D experience.

3-4 The looks of *Powerplay '98* are now equal to EA's *NHL '97*, but the key difference is the improved AI.

Instead of bringing in a prima donna superstar for a couple hours, they opted to hire minor league hockey players for the motion-capture. Why? Because they are willing to do things that the superstars wouldn't do themselves. Therefore, you'll see plenty of great animations of players getting pounded and falling flat on their face. In order to get the most accurate motion-data, the developers did the motion-capture on ice with pads on. Instead of using the traditional reflective balls, Radical went with a different method of motion-capture using cords.



These graphics aren't final, but you can already see that they are top of the line. Just wait until this one is finished.

According to producer Aaron Drayer, 'It's a much more effective way of capturing motion, especially on ice'. To the gamer, it doesn't really matter who or how the motions are captured as long as the game looks great. This game does.









1-2 The incredible animation allows for some great checks and falls. 3-4 The camera angle for the game is off the ice a bit, so you can set up different plays. This year, there are four different cameras to choose from.



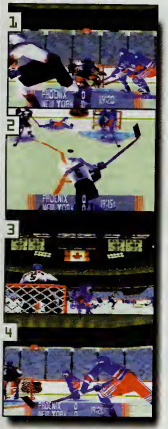




1-2 The developers attached motion-sensors to minor league players and had them do a variety of moves, including taking big hits. Then they take the data and apply it to the basic polygon figures. Finally, the uniform texture is added.

NHL BREAKAWAY '98

Acclaim is out to show that Powerplay isn't the only game in town

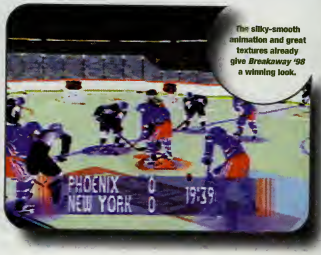


1-2 Powerful slap shots and sprawling saves are the key to any hockey game. 3-4 All the licenses ensure that *NHL Breakaway '98* has a chance to compete with the rest.

While I was at the NBA All-Star game, Acclaim showcased its latest line-up of sports titles. What they showed shocked all in attendance as they unveiled *NHL Breakaway '98*. Acclaim's first venture into the coolest game on earth is being developed by Sculptured Software and is already among the best looking PlayStation games around.

The game has the NHL and NHLPA licenses to insure that all the real players and teams will be in the game, but what's more important is that there is going to be a ton of real hockey as well. The early version I played didn't have the AI in place, but it did showcase the amazing graphics and animation. The nearly unlimited check animations feature hits from every side of the body, slamming into the boards, and even shattering the glass. The players all have the real uniforms texture-mapped on their smooth polygon figures, complete with the team logo, player name, and number. They don't just look good in still screens! The best part of *NHL Breakaway '98* is the smooth animation. Everything from slap-shots to power-stops is done with incredible detail.

What's even more promising for *Breakaway '98* are the promised advances in gameplay. The people making this game are hockey fanatics and are planning on including more strategy and season management features than ever before. You'll be able to use points for drafting and training rookies, or you may have to use your points to help heal an injured super star. It's these type of season features that have been sorely missed in a hockey game. The developers are also planning in-depth strategy for every facet of the game. Their goal is to take the game of hockey to an entirely new level and, from what I've seen, they could just pull it off.



The silky-smooth animation and great textures already give *Breakaway '98* a winning look.



1-2 The player AI wasn't in place, but the developers want to create a realism that other games can't touch.

THE LINE



1-4 The developers are planning on taking Powerplay's ground-breaking features to the next level by allowing for an infinite number of possibilities on checks.

TECMO'S DECEPTION™

Invitation to Darkness

"AN ALL-NEW MASTERPIECE... ENTHRALLING AND FIENDISHLY ADDICTIVE."
—GAMEFAN

EDITOR'S CHOICE SILVER AWARD
"...THE DARK SIDE OF HOME ALONE"
—EGM

BEST NEW CONCEPT IN GAME DESIGN
—PSEXTREME

"UNLIKE ANYTHING YOU'VE EVER PLAYED BEFORE."
—NEXT GENERATION

"KEEPS YOU SUSPENDED IN TERROR."
—GAMEPRO



GET ON TECMO'S INSIDER MAILING LIST!

If you would like to be included on our mailing list and receive ***Insider Information*** on upcoming Tecmo products, fill out this form and send it to the address listed on the lower left.

Name _____

Address _____

City _____ State _____ Zip _____

Phone Number _____ Age: _____

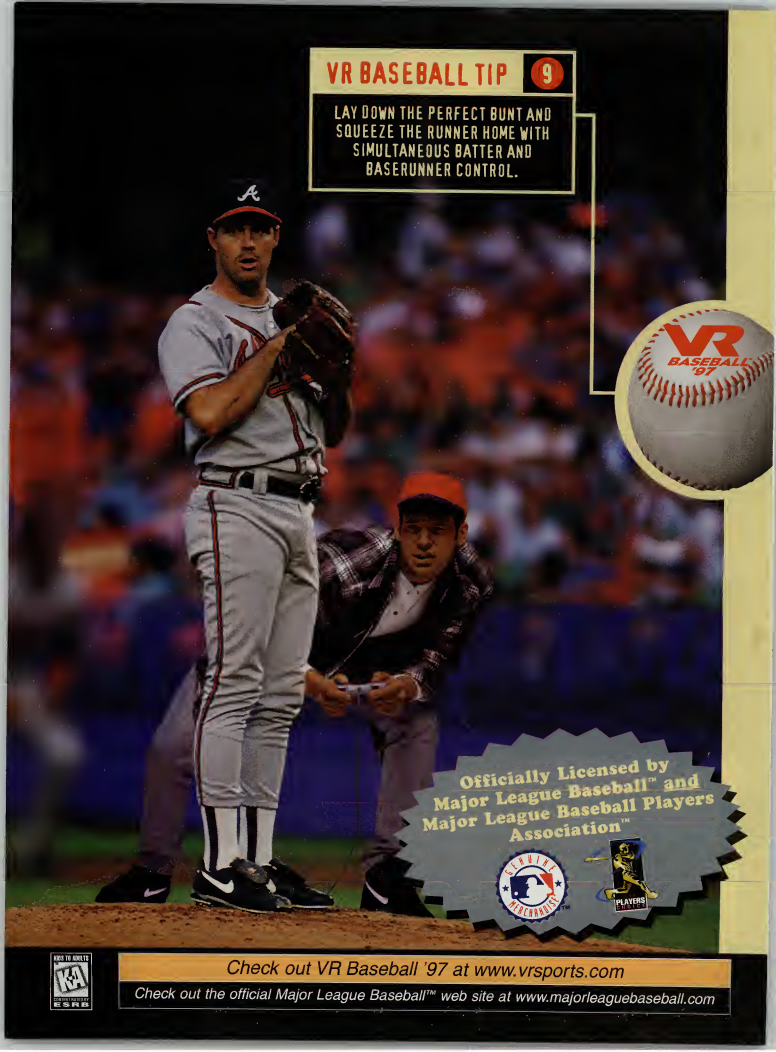
Mail this form to:
Tecmo, Inc.
19260 S. Van Ness Ave.
Torrance, CA 90501

TECMO®

Visit Tecmo Interactive at: http://www.tecmo.co.jp

Tecmo, Inc. • 19260 S. Van Ness Ave., Torrance, CA 90501 Fax (310) 787-3131 **Phone (310) 787-2900**

© Tecmo, Ltd. 1996 TECMO® is a registered trademark of Tecmo, Inc. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.
THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION.


VR BASEBALL TIP 9
LAY DOWN THE PERFECT BUNT AND SQUEEZE THE RUNNER HOME WITH SIMULTANEOUS BATTER AND BASERUNNER CONTROL.
VR BASEBALL '97
Officially Licensed by Major League Baseball™ and Major League Baseball Players Association™
OFFICIAL LICENSEE
PLAYERS
Check out VR Baseball '97 at www.vrsports.com
Check out the official Major League Baseball™ web site at www.majorleaguebaseball.com
KIDS TO ADULTS
T
ESRB

MAINTAIN CONTROL

NEW! VR BASEBALL™ '97.

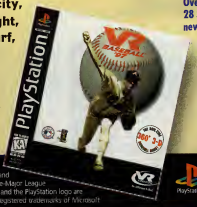
MORE CONTROL THAN ANY OTHER BASEBALL GAME!

VR Baseball '97 is the next generation baseball game that lets you control both the batter and baserunners simultaneously. Hit and run, tag up, steal, stretch out a double or execute a squeeze play. VR Baseball's completely new, easy-to-use controller design provides total bat control for power, contact, bunt and pull-hitting as well as control over pitch selection and speed with unlimited pitch locations. You can even control a real 3-D camera that let's you play from any position or angle because VR Baseball has a true 3-D engine.

After 3 years of internal development and a total commitment to quality, VR Sports delivers a winning roster for the '97 season:

- **Virtual FieldVision™ technology creates an immersive, ultra-realistic, gaming environment that lets you play the game from any view or perspective. You can even play from the ball's view if you don't mind getting knocked around.**
- **Four uniform options per team including updated colors and team logos for 1997. Plus, four play options and three difficulty settings for the skill level most challenging to you.**
- **Instant access to pitch selection, speed and control for unlimited plate locations without menus. Total bat control for power, contact, bunt and pull-hitting without tipping your hand to your opponent.**
- **Super-fast Season Play mode with top 10 or full stats. Plus, mid-season All-Star voting and game.**

***Plus*, a true physics model controls velocity, rotation, gravity and air friction for true flight, bounce and roll for varying surfaces like Astroturf, grass, dirt and fences.**

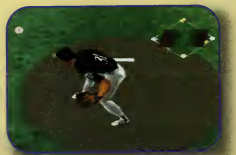


VR Baseball '97

Try it. It's new. It's different. You may never go back to your old game again.



Total control over all aspects of game play including simultaneous batter and baserunner control.



Play baseball in a true real-time 3-D world with unlimited 360° views and motion captured polygon models for all players.



Updated stats, rosters, uniform styles, logos and inter-league play with a real-time in stadium scoreboard and big screen in stadium television.



Over 700 Major League Baseball™ Players and all 28 3-D Major League Baseball™ stadiums including three new stadiums: Atlanta, Anaheim and Oakland.

VR SPORTS

The Difference Is Real.™

© 1997 Interplay Productions. All right reserved. VR Sports, VR Baseball and The Difference is Real are trademarks of Interplay Productions. All rights reserved. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties Inc. (MLBPA) Official License-Major League Baseball Players Association. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. Microsoft, Windows and the Windows95 logo are registered trademarks of Microsoft Corporation.All rights reserved. All other copyrights and trademarks are the property of their respective owners.

COMING SOON!!!

PUBLISHER: ACCLAIM ● DEVELOPER: IGUANA ● RELEASE DATE: FALL 1997?

PREVIEW

PLAYSTATION, PC, SATURN

プレイステーション
コンピューターゲーム
セガ サターン

QUARTERBACK CLUB '98

Are you ready for some football? It seems like only a few weeks ago that the Pack was bringing the Lombardi Trophy home to Green Bay, but football is on its way back again. The 'new' Acclaim is ready to bring back an update to one of last year's surprisingly good football games.

The developers at Iguana are ready to take *QBC '98* to the next level with improved graphics, play, and features. The knocks on last year's game were speed, graphics, and presentation. This time, the developers hope to fix all the problems. The player graphics have been cleaned up and new features like trades and free agents have been added, along with some additional speed. What will be returning is the amazing tackling of *QBC '97*, except it is going to be even better. Now, the force of the tackle will impact whether the ball carrier is slammed backwards. Therefore, a big hit will look and feel even more powerful.

If Iguana can fix up last year's game and add some more features, then *QBC '98* could be ready to give EA and Sony a run for the title.







1 The pixelly graphics of *QBC '97* have been replaced with smoother players and a brighter color palette.
2 The hard-hitting tackles are back, but this time they are even better.
3 Nothing gets the sporting juices going like some good old fashioned football. Bring it on!

PUBLISHER: EA SPORTS ● DEVELOPER: EA CANADA ● RELEASE DATE: JUNE

PREVIEW

PLAYSTATION, PC

プレイステーション
コンピューターゲーム

TRIPLE PLAY '98

Yet another classic EA series has gone 3D as *Triple Play '98* comes to the plate loaded with polygons. I had a chance to play an early alpha of *TP '98* and talk to the producer about this year's product.

The most obvious change is the graphics, which feature some of the best-looking players I've seen. However, the developers were quick to point out that the gameplay is not going to be forgotten. Instead, *TP '98* features more control than ever before. The player now has to hold the pitch button down to an optimum point for best results, a feature that gives the player much more control of the game.

The version I played was far too early to make any judgements, but it did serve as a way to showcase some of the amazing new audio and video in the game. For the first time ever, the announcer, Jim Hughson, will be joined by color man Buck Martinez, who throws an amazing variety of one-liners. However, all the fancy play-by-play and graphics won't mean a thing if the game doesn't play. I'll let you know about that next issue.







1 The polygonal players are beefy and the few uniforms that were done look great.
2 The redone stadiums have the same polished look of last year's game.
3 The slick EA look is already in place. Now if the gameplay can finally catch up.

GOAL STORM '97

The game that FIFA should have been

One of the first sports titles out for the PlayStation was Konami's *Goal Storm*. Its slick graphics and fast play were great, but the lack in depth and in realism really hurt the title. *Goal Storm '97* has aggressively tackled these problems and the result is the most realistic soccer game I have ever played.

It doesn't look as good or control as smooth as Sega's celebrated *Worldwide Soccer '97*, but the soccer AI is amazing. In order to move the ball down the pitch, you must pick the receiver, perform give and gos, and lead a player through the defense. Just like in real soccer, a great team can keep possession of the ball for much of the game, then pick their spots to go into the box for a score. There are some that would say *GS '97* plays better soccer than the U.S. national team. Whether it's the perfectly executed cross or the attacking zone press, the players in *GS '97* react with incredible intelligence and realism.

There is no player's license, but if you look closely at the polygon players, you'll recognize several traits. Even the names often have a familiar ring. An example is the long red-haired U.S. defender they call Dollas (soccer fans will recognize him immediately as Alexi Lallas). And each of the countries represented is accurately rated so that World Cup simulation can begin.

Soccer purists will appreciate the pace and strategy involved, but to many American gamers this will seem a frustrating task. Scores of games in *GS '97* are usually in the 1-0 range and that lack of scoring is exactly what has kept Soccer from being a popular professional sport in the states. Therefore, if you are looking for the most enjoyable soccer game, then I would suggest *WWS '97*. However, if you want realism, then *GS '97* cannot be matched.

The animation of the players is extremely smooth, as they can pull off moves like feints, back-heels, scissor kicks, headers, slide tackles, and diving headers. Up close, the graphics look amazing, but you are forced to play with a far away camera due to the nature of the game. Still, the game looks plenty good and it plays like nothing else out there. One of my only real complaints with *GS '97* are the annoying sounds it makes. They sound nothing like a soccer game and shouldn't have been included. Other than that, *GS '97* is a quality game through and through.



1-3 Utilizing plays like the give and go is crucial in moving the ball into the box. Just long-balling it won't work in this game.



In close you can instantly recognize players like Alexi Lallas. Check out the smooth, near exact, uniforms.









1-2 One of the best features in this game is the through pass that allows you to lead a player through the defense. 3 Special moves like this allow players to avoid tackles and run through the middle. 4 The header is key to any soccer game. *Goal Storm '97* has done a great job of simulating this as well.

THE LINE

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	9	EXTRAS	8
MUSIC	7	BALANCE	9	PRESENTATION	7
SOUND EFFECTS	6	DEPTH	9	INNOVATION	9

RATING **8.3**

PUBLISHER: SONY COMPUTER ENTERTAINMENT • DEVELOPER: SONY INTERACTIVE STUDIO • PRICE: $55.99

REVIEW

PLAYSTATION

プレイステーション

NBA SHOOT OUT '97

This year, it's got game, but is that enough?

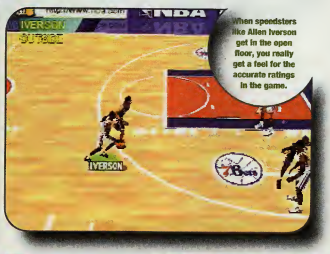
The developers of *Shoot Out '97* have had a year to overhaul last year's disappointing effort and what they've come up with is the best basketball simulation available on any home system. I didn't say it was the best basketball game — that honor still belongs to fast paced *In The Zone 2*. However, *Shoot Out '97* is a far better simulation of basketball and a must-have for diehard hoop fanatics.

Shoot Out '97 features the most accurate player ratings ever in a basketball game. For the first time, you can actually tell the difference when you play the game. When Allen Iverson is racing the ball down the court, there is no way that Luc Longley can keep up, just like in real life. These accurate ratings really give you a feel for each player on your roster. Playing a small and quick Mugsy Bogues is a great way to run the break, but on the defensive, he'll have trouble stopping any shot because of his size. Therefore, as the coach, you have to decide when and who to substitute.

Once the players are on the court, you can run from one of several basic offensive sets. The players' constant cutting and setting of picks is done better than in any game. Run the offense properly and you can set up pick and rolls, alley-oops, and kick outs for three. Another key to *Shoot Out '97* is the new icon passing, which allows you to run the break with precision, throw skip passes, and generally move the ball to where you want. The old passing method is still included, but once you figure out the icon passing, you will never go back. The missing stat-tracking of last season's effort has been replaced by the best stat engine around, which keeps track of every player.

Despite all these new additions, *Shoot Out '97* still falls short. The most glaring problem is the lack of individual control. The only thing you can do is shoot a little jumper or perform one of seven dunks. There is a little fade-away, but it is poorly done. On defense, your only options are a steal or a near impossible to time shot-block. It's this lack of individuality that leaves *SO'97* feeling almost like you're not a part of the action. Sure, you're setting up the plays, but you aren't finishing.

The amazing control and playability of *In The Zone 2* give it a life that *Shoot Out '97* never achieves. However, the detail and depth of the one-player game still make *SO'97* the best sim available.



When speedsters like Allen Iverson get in the open floor, you really get a feel for the accurate ratings in the game.







1 The jump shot, like much of this game, has no life. This is a great simulation that is really missing an arcade touch. **2** The behind the back dribbles look nice, but aren't used effectively. **3** When Glen Rice catches fire, you better watch out.









1 The stat-tracking even keeps track of averages for each player. **2** The icon passing is a feature that takes getting used to, but really adds a new dimension to the game. **3** Updated rosters include rookies like Stephon Marbury. **4** There are only seven different dunks and every player can do them. Even Googs gets in on the tomahawk action.

THE LINE

RATING

8.1

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	9	INTERACTION	7	EXTRAS	9
MUSIC	8	BALANCE	9	PRESENTATION	8
SOUND EFFECTS	7	DEPTH	8	INNOVATION	8

http://www.ultragp.com



Coming in May.

[honest]

MIDWAY

MATURE M AGES 17+ ESRB

Wargods® ©1996 Midway Games Inc., All rights reserved. Wargods, Midway® and all character names are trademarks of Midway Games Inc. Used by permission.
Distributed under license by Midway Home Entertainment Inc.

PUBLISHER: Interplay | DEVELOPER: Mav | PRICE: $55

REVIEW

PLAYSTATION プレイステーション

VR BASEBALL '97

Interplay's bid for the title comes up a couple frames short

Two years after I first reported on *VR Baseball*, it is finally ready to release. The developers have spent a great deal of time ensuring that the 3D environment in *VR Baseball* is unmatched. Every inch of every stadium has been done in amazing detail, right down to a working scoreboard.

The menu-less pitching interface is a welcome addition and the fielding control is smooth and accurate. Different players even have different bat speeds, making it much more difficult to hit with batters whose career averages tend to be near their weight. The season mode has everything, including an All-Star roster that is determined by stats you create. All the stadiums, stats, players, and options are in place to make *VR Baseball* a real contender.

So why isn't *VR Baseball* the best hardball title available? The slow frame-rate makes it so that you can't really tell if the bat hits the ball until you hear the noise. Once you get used to the timing you can figure it out, but the fact that the bat and ball never connect is a huge left down. The other problem with *VR Baseball* is one that all baseball games share, the pace. You have to wait for the batter to walk to the plate each time. Take out that walk and you'd have a faster game, which all fans would welcome.

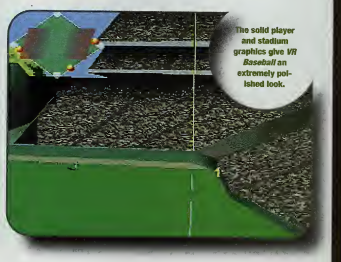
On the positive side, *VR Baseball* features an unprecedented game clock, which allows day to turn to night as you're playing a game. To further enhance the games's look, the players have detailed shadows.

The physics of baseball are done to near perfection in *VR Baseball*. The size of the players and the field is extremely realistic. The flight of the pitches and hit balls is spot on. Details, like four different uniforms for each team and incredibly detailed stadiums, make this game almost complete. However, the problem with frame-rate and slowness just doesn't allow *VR Baseball* to be as much fun as it should be.

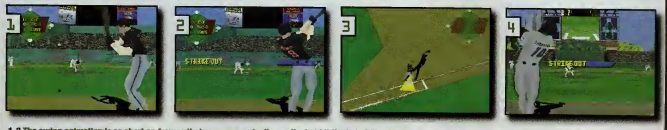
If you can get used to the frame-rate problems, then *VR Baseball* is one of the deepest, best playing baseball games available. However, it still doesn't have the instant playability of *World Series Baseball 2*. Still, I enjoyed playing *VR Baseball* and, as of right now, it is my favorite PlayStation baseball game. We'll just wait and see if Sony, EA, Acclaim, Virgin, and others have anything to say about that.



1 Season stat-tracking is included, along with every other key feature. 2-3 All of the polygonal stadiums look great. The only thing missing is the smell of ballpark franks.



The solid player and stadium graphics give *VR Baseball* an extremely polished look.



1-2 The swing animation is so short on frames that you never actually see the bat hit the ball. 3 The fielding is exceptional! The players even catch and throw with the proper hand. 4 All of the players' names and numbers appear on the back of each team's four different jerseys.

THE LINE

RATING

AUDIO & VIDEO		GAMEPLAY		SPECIAL	
GRAPHICS	8	INTERACTION	5	EXTRAS	8
MUSIC	8	BALANCE	8	PRESENTATION	5
SOUND EFFECTS	8	DEPTH	8	INNOVATION	8

7.4

WE NEED TO TALK...



Only one Web site gives you the whole Sega Saturn story.

From the publishers of

NEXT GENERATION

Part of the Imagine Games Network.

http://www.saturnworld.com

RATED

Hey, we realize that even though we have to show up for each and every issue, some of you out there don't feel the same way. We know that some months are tough, and that you don't always have the extra cash to shell out for the latest issue of *ULTRA GP*. Don't fret! These pages fill you in on all of the games you missed. Just don't worry about us, slaving away each and every month. It's OK.

When a game is *really* good, we give it our *ULTRA Award*. We don't hand these things out to just any game — it's got to get past the most grueling review system in the biz and still come through with at least a 9.0 rating. That ain't easy! Recent ULTRA Award winners are shown below in a special **blue bar** with black text. *Don't miss out on these games!!!*



2XTREME
PLAYSTATION • Issue #93 — Rating= 5.9

AMOK
SATURN • Issue #96 — Rating= 6.4

AREA 51
SATURN • Issue #94 — Rating= 6.5

BLAST CHAMBER
PLAYSTATION • Issue #92 — Rating= 6.4

BUG TOO!
SATURN • Issue #94 — Rating= 4.5

COMMAND & CONQUER
SATURN • Issue #96 — Rating= 8.4

C&C: RED ALERT
PC • Issue #92 — Rating= 8.8

CARNAGE HEART
PLAYSTATION • Issue #95 — Rating= 8.6

CODENAME: TENKA
PLAYSTATION • Issue #95 — Rating= 8.1

CONTRA: LEGACY OF WAR
PLAYSTATION • Issue #93 — Rating= 6.5

COOL BOARDERS
PLAYSTATION • Issue #94 — Rating= 7.4

CRIME WAVE
SATURN • Issue #94 — Rating= 6.6

CRUISIN' USA
NINTENDO 64 • Issue #93 — Rating= 3.1

CYBER GLADIATORS
PC CD-ROM • Issue #94 — Rating= 8.6

DARK SAVIOR
SATURN • Issue #94 — Rating= 8.0

DAYTONA USA
SATURN • Issue #93 — Rating= 7.4

DIABLO
PC • Issue #95 — Rating= 8.8

DIE HARD ARCADE
PC • Issue #96 — Rating= 8.2

DOOM 64
NINTENDO 64• Issue #96 — Rating= 8.5

DRAGON FORCE
SATURN • Issue #94 — Rating= 8.5

FIGHTERS MEGAMIX
SATURN • Issue #95 — Rating= 9.1

G-NOME
PC • Issue #96 — Rating= 8.0

HEXEN
SATURN • Issue #95 — Rating= 7.4

INDEPENDENCE DAY
PLAYSTATION • Issue #96 — Rating= 5.3

JET MOTO
PLAYSTATION • Issue #93 — Rating= 8.4

KILLER INSTINCT GOLD
NINTENDO 64 • Issue #93 — Rating= 7.9

KING'S FIELD II
PLAYSTATION • Issue #93 — Rating= 7.3

MACHINEHEAD
SATURN • Issue #92 — Rating= 6.8

MARIO KART 64
NINTENDO 64 • Issue #95 — Rating= 8.1

MASTER OF ORION 2
PC • Issue #95 — Rating= 8.1

SPOTLIGHT ON:

SOUL BLADE

Be sharp and cut your opponent to the quick in this bladed brawler that some say is better than *Tekken 2!*



THIS MONTH'S TOP PICKS

1	MDK	PS	Rating: 9.2
2	POD	PC	Rating: 8.7
3	Rally Cross	PS	Rating: 8.1
4	Mega Man 8	PS	Rating: 8.1
5	Blast Corps	64	Rating: 8.0



MDK may very well be the thinking man's' shoot-'em-up!

MECHWARRIOR 2
PLAYSTATION • Issue #96 — Rating= 7.9

MECHWARRIOR 2: MERCENARIES
PC • Issue #93 — Rating= 8.3

MORTAL KOMBAT TRILOGY
NINTENDO 64 • Issue #92 — Rating= 7.7

MR. BONES
SATURN • Issue #92 — Rating= 7.6

NANOTEK WARRIOR
PLAYSTATION • Issue #96 — Rating= 8.3

PANDEMONIUM
PLAYSTATION • Issue #92 — Rating= 8.1

PERSONA
PLAYSTATION • Issue #94 — Rating= 6.9

PITBALL
PLAYSTATION • Issue #92 — Rating= 8.2

PSYCHIC FORCE
PLAYSTATION • Issue #94 — Rating= 5.5

PUZZLE FIGHTER
PLAYSTATION • Issue #92 — Rating= 9.0

RAGE RACER
PLAYSTATION • Issue #96 — Rating= 7.9

REALMS OF THE HAUNTING
PLAYSTATION • Issue #96 — Rating= 8.2

RELOADED
PLAYSTATION • Issue #94 — Rating= 5.1

ROCKET JOCKEY
PC CD-ROM • Issue #94 — Rating= 7.8

SCREAMERS 2
PC • Issue #92 — Rating= 7.8

SHADOWS OF THE EMPIRE
NINTENDO 64 • Issue #93 — Rating= 6.7

SONIC 3D BLAST
SATURN • Issue #93 — Rating= 7.0

SPOTLIGHT ON:

DARK SAVIOR

This action/RPG hybrid was developed by Climax, the same folks who brought you *Land Stalker!*



SOUL BLADE
PLAYSTATION • Issue #94 — Rating= 8.6

SPIDER
PLAYSTATION • Issue #95 — Rating= 6.8

SUIKODEN
PLAYSTATION • Issue #92 — Rating= 9.1

TEN PIN ALLEY
PLAYSTATION • Issue #94 — Rating= 7.1

TERMINATOR: SKYNET
PC • Issue #93 — Rating= 8.9

TIGERSNARK
PLAYSTATION • Issue #95 — Rating= 7.1

TOMB RAIDER
PLAYSTATION • Issue #92 — Rating= 9.5

TOSHINDEN URA
SATURN • Issue #94 — Rating= 4.7

TUROK: DINOSAUR HUNTER
NINTENDO 64 • Issue #96 — Rating= 8.3

TWISTED METAL 2
PLAYSTATION • Issue #93 — Rating= 8.2

VANDAL HEARTS
PLAYSTATION • Issue #96 — Rating= 8.0

VIRTUA COP 2
SATURN • Issue #93 — Rating= 7.8

VIRTUAL ON
SATURN • Issue #93 — Rating= 8.6

ULTRA GP GAMESHOP

See anything you like? Don't worry, it's on us!

*Welcome, gamer! You have just entered the **ULTRA GP** GameShop. Here you'll find many exquisite items that we've collected from all over the world, from the top gaming districts of Japan, to our own Silicon Valley. We're here to offer loyal **ULTRA Game Players** readers the chance to win loads of cool prizes each and every month. We seek out the hard to find collectibles, the stuff that the average gamer can't get his hands on. We also offer many ways to win, so that everyone has a real chance to get in on the action!*

HOW TO ENTER...

It wouldn't be fair to let just anyone enter our contests. We reserve the privilege solely for real hard-core gamers, and we weed out the casual players who just want to clog up our mail bin with extra entries. So, to prove that you really deserve the cool stuff listed on the next few pages, we're going to have to put you to the test. We've racked our brains to come up with **15 videogame-related trivia questions,** ones that only serious gamers will know the answers to. Each correctly answered question will earn you one point, for a maximum of 15 points for 15 correct answers. You can spend your points anyway you like — you can divide them up between multiple contests or blow them all on one big prize. The number of points needed to enter a contest is listed next to the prize name. To enter a contest (or contests), write down the contest number(s) on a **post card**, along with the trivia answers to prove you've earned enough points (list the question number first, then the answer), and don't forget to also **answer our tie-breaker question,** which will be used in the event of a tie.

Send the **post card** to:

ULTRA GP GameShop / May
150 North Hill Drive
Brisbane, CA 94005.

All entries must be received by June 10, 1997.
Winners will be notified by mail.
Now get to it!

1 PC Games
(2 points/4 winners)

- **Mystery PC game**

Hey, we haven't forgotten you PC guys! Get your cool new PC games here, for free!



2 Mystery Games
(2 points/5 winners)

- **PlayStation Game**
- **Saturn Game**



Hey, if working for the world's coolest videogame magazine has taught us anything, it's that only suckers pay for their games. Don't be a chump! Get your new games from us, and we won't charge you a penny. There's only one catch, though — we only have so many to go around! Enter today!

3 CONTEST QUESTIONS

1. *ReLoaded* has a hidden character — do you know who he is?
2. Who is the last boss in *King of Fighters '96*?
3. Which new *Star Wars Trilogy* scene WAS added in the *Special Edition*? [A] The infamous 'Chewbacca Shower Scene' [B] We get to see the Empire's secret base on the forest moon [C] Mecha-wizards add a new CG image to every Luke and Leia kiss [D] All the Ewoks spontaneously explode just before the end credits of *Jedi*.
4. In *Tekken 3*, who are Jin's parents?
5. True or false: there are Chocobos in *Tobal 2*, and they peck you to death.
6. What is the name of one or your AI support in *Jumping Flash 2*?
7. How many colors does the GameBoy Pocket come in?
8. What famous 'Raiders' artifact does Lara Croft keep by her front door?
9. Name at least one videogame character who has been seen smoking cigarettes.
10. What rumors Japanese pop singer has her own Saturn videogame? (Hint: Check recent issues of *UGP*.)
11. What 'increases your reaction time' in *Wipeout XL*? [A] Gatorade [B] Jaeger Meister [C] Red Bull [D] Colored chalk
12. True or false: Chris wears a purple spandex unitard, when he's feeling a little extra 'spunky'.
13. How many different vehicles can you choose from in *Blast Corps*?
14. How many female characters total have been in the *Street Fighter* series from the first game on?
15. How many 'bits' was the Sega Master System?

TIE-BREAKER

So, mister high and mighty 'Chris Slate' thinks that he can just up and leave us, huh? That bum can't even tie his shoelaces, or chew his own food! We're placing bets here at *ULTRA GP* as to how long he'll actually last without our help. What do you think? We want to hear your predictions.

3 Prima Strategy Pack

(4 points/4 winners)

- Package of six Prima Strategy Books



Having trouble beating your games? Hey, we don't blame you — videogames keep getting tougher and tougher these days. Of course, *we* would never need any help, but for you more mortals, a little expert advice now and then can be a very good thing.

4 Anime Video Set

(6 points/3 winners)

- Super-cool Japanese anime movies

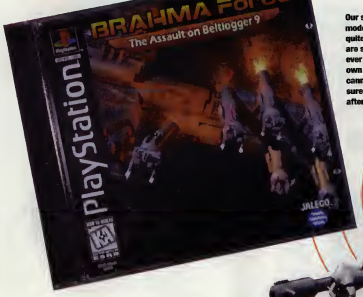


If you like videogames, chances are you like anime. Most games have that same Japanesey-cartoon style, and many of them are based directly on anime films and characters. Hey, videogames ain't everything, you know — you've still got to find something else to do for the other two or so hours of the day!

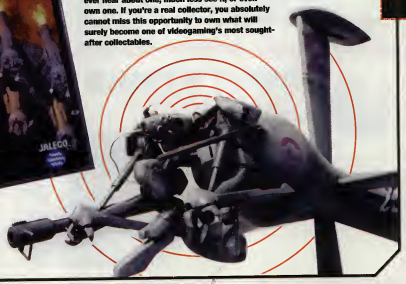
5 Brahma Force Special

(8 points/3 winners)

- *Brahma Force* videogame
- *Brahma Force* limited-edition model kit



Our special this month is a *Brahma Force* game + model kit package and, let me tell you, this is quite a special package, indeed. These model kits are so incredibly rare, that you'd be lucky just to ever hear about one, much less see it, or even own one. If you're a real collector, you absolutely cannot miss this opportunity to own what will surely become one of videogaming's most sought-after collectables.



ALL ACCESS

The Weeks drag by and still no sign of a replacement. We wouldn't want to say that Roger is taking this hard, but it gets a bit scary when he only comes out from under his desk to forage for food or play an occasional game of *World Wide Soccer*. We even brought back the Cube Monkey to appease him a bit, but all Roger did was steal all the bananas in the office and try to groom Chris. We'll let you know if anything improves, but in the meantime, send your codes (and any secret messages) to: Roger_Burchill@gm.imagine-inc.com

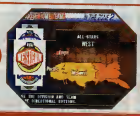
NBA: In The Zone 2

KONAMI • PLAYSTATION

All-Star Teams

1-2 At the Title Screen with the cursor on 'Start', press and hold L1+R2+SELECT+START until the next screen comes on. The All-Star Teams will now be selectable when playing in Exhibition Mode.





RE-LOADED

INTERPLAY • PLAYSTATION

Armed and Loaded

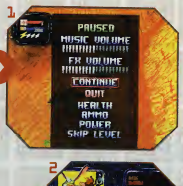
1 Extra Ammo - For extra ammunition, pause the game and hold L1+L2 for ten seconds. With these buttons held, press Triangle, Left, Left, Left, Circle, Triangle, Down. From here on, refill ammo by pausing the game and selecting the Ammo option that has appeared on the Pause menu.

Healing - To heal yourself, pause the game and hold L1+L2 for ten seconds. With these buttons held, press Down, Right, Left, Triangle, Right, Down. Now heal yourself by pausing the game and selecting the Health option that has appeared on the Pause menu.

Level Skip - Pause the game and hold L1+L2 for ten seconds. With these buttons held, press Left, Triangle, X, Right, Circle, Triangle, Down. Now skip levels by pausing the game and selecting the Skip option that has appeared on the Pause menu.

Weapon Power-Up - Pause the game and hold L1+L2 for ten seconds. With these buttons held, press Left, Up, X, Circle. Power up weapons by pausing the game and selecting the Power option that has appeared on the Pause menu.

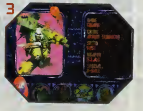
1



2



3



2-3 Play as Fwank - Highlight Mamma and press L1, Circle, R1, Down, Down, R1, Circle, L1, L1. A red balloon will appear over Sister Magpie. Move the cursor there and Fwank will be playable.

SOVIET STRIKE

ELECTRONIC ARTS • PLAYSTATION

Infinite Elvis

In the password screen, enter the password 'ELVISLIVES' in order to receive an infinite number of attack helicopters. When playing a saved game, load it and then enter the password.



VIRTUA COP 2

SEGA ● SATURN

Instant Options

1-4 To access all the game options without completing the game, plug a control pad into the player-one port and input Up, Down, Up, Down, A, X, B, Y, C, Z at the Title Screen. Replace the control pad with the Stunner (Gun) and all options including big head mode, free play, and gun select will be available for use.

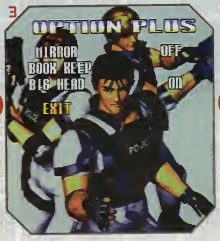
1



2



3



4



CRUSADER: No Remorse

ORIGIN ● SATURN

Level Passwords

1-2 Below is a complete set of pass words for the 'Mamma's Boy' setting.

Level	Password
Two	FWQP
Three	PLRQ
Four	SZNF
Five	TD5S
Six	J1BT
Seven	K2CV
Eight	N3DW
Nine	M4FX
Ten	X5GZ
Eleven	C6H0
Twelve	D7J1
Thirteen	F8K2
Fourteen	FGL3
Fifteen	JFM4

Enter the password 'LRTN' to roam the game developers' offices

1



2



BLOOD OMEN: Legacy of Kain

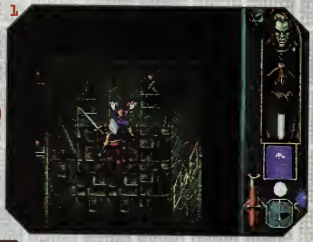
ELECTRONIC ARTS ● PLAYSTATION

Kain Kodes

1 *Blood Refill* - While playing, press Up, Right, Square, Circle, Up, Down, Right, Left to refill the blood vial.

***Full Magic* -** To fill the magic meter, press Right, Right, Square, Circle, Up, Down, Right, Left while playing.

1



2-3 *View all Videos* - To view all the video clips, press Left, Right, Square, Circle, Up, Down, Right, Left while playing, then press SELECT and view the Dark Diary.

2



3

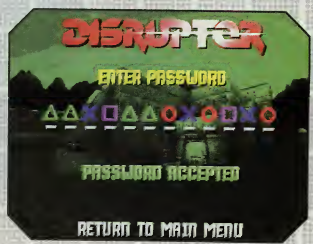


DISRUPTOR

UNIVERSAL INTERACTIVE ● PLAYSTATION

Level Passwords

Level	Passwords
Chemical Factory	Square, Circle, X, Circle, Triangle, Triangle, X, Circle, Square, X, Square
Rooftops	X, Triangle, Square, Circle, Square, X, Triangle, Circle, Triangle, Triangle, Triangle, Triangle
Jupiter Station	Triangle, X, Triangle, Square, Circle, Circle, X, Circle, X, Triangle, Square, Square
Triton	X, Circle, Triangle, Circle, Square, Triangle, X, X, Square, Circle, Circle, Triangle
Mars	Circle, X, Circle, Triangle, X, X, Square, Circle, Circle, X, Triangle, X
Antarctica	Square, Circle, X, Triangle, Triangle, Circle, Square, Triangle, X, Triangle, Square, Triangle
IO	Circle, Square, Circle, X, Triangle, Triangle, X, Circle, X, Triangle, X, X
Reactor	Square, X, Circle, Circle, Triangle, X, X, Square, Circle, Triangle, Circle, Circle
Orbiting Habitat	Square, Circle, X, X, Square, X, Triangle, Circle, Square, Circle, Triangle, Square
Dream	Triangle, Triangle, X, X, Circle, Circle, Triangle, Triangle, Triangle, Square, Square, Circle
Prison	Circle, Square, Triangle, Circle, X, Circle, Square,Triangle, X, X, Circle, Square
Fortress	Triangle, Triangle, X, Square, Triangle, Triangle, Circle, X, Circle, Square, X, Circle



SUPER PUZZLE FIGHTER II TURBO

CAPCOM ● PLAYSTATION

Hidden Character Codes

1-2 ***Play as Akuma*** **- To play as Akuma, highlight Morrigan and while holding down SELECT press Down, Down, Down, Left, Left, Left, Circle.**

3 ***Play as Dan*** **- To play as Dan, highlight Morrigan and while holding down SELECT press Left, Left, Left, Down, Down, Down, Circle.**

4 ***Play as Devilot*** **- To play as Devilot, perform the code for Dan but do not hit the Circle button until the countdown timer shows 10.**

5 ***Play as Amanda***
For Player 1: **Place the cursor on Morrigan and hold SELECT, then go to Donovan and press Circle.**
For Player 2: **Place the cursor on Felicia and hold SELECT, then go to Donovan and press Circle.**

6 ***Play as Lei Lei***
For Player 1: **Place the cursor on Morrigan and hold SELECT, then go to Hsien-Ko and press Circle.**
For Player 2: **Place the cursor on Felicia and hold SELECT, then go to Hsien-Ko and press Circle.**



Super Puzzle Fighter II Turbo **features 'little kid' versions of** ***Street Fighter*** **and** ***Darkstalkers*** **characters.**



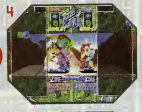
1



2



3



4



5



6

AMOK

SEGA ● SATURN

Invulnerability

1-3 On the Options screen, enter the password 'XBABY' and press X to enter the code. Start a game and you will notice that your energy will decrease, but you will not die.

1



2



3



ANDRETTI RACING

ELECTRONIC ARTS ● PLAYSTATION, SATURN

Bonus Cars

1-5 Start a new race and select the 'Begin Career' option. At the 'Register' screen, enter 'Go Bears!' for an additional array of Stock cars, or 'Go Bruins!' for more Indy Cars.



QUAKE

ID SOFTWARE ● PC

Cheat Codes

To activate the codes listed, press the ESC key and go to Options to enter the Quake Console. Once the console appears, type in the code and press return. To leave the console and resume playing press ESC again.

COLORxx change clothing (xx is number 1 to 13)
FLY toggles flying mode on/off
GOD toggles GOD mode on/off
IMPULSE 9 All weapons, all keys
IMPULSE 255 turns on quad damage
KILL suicide
MAP E#M# Level Warp
NAME changes player name
NOCLIP toggles clipping on/off

CODE MONKEY

CODES & MONKEY PRIZES...

He's back...

That's right, code fans! Code Monkey is back and he's back with an ULTRA-style vengeance. Long time readers are familiar with the distinguished award (for the best reader submitted code of the month) from the golden age of *Game Players*. Only the most dedicated, code crazy, game fanatics with the hottest new codes have entered the hallowed halls of the Golden Bananas. To enter, send your code along with your name, address, and what game system you own to: All Access, *ULTRA Game Players*, 150 North Hill Drive, Brisbane, CA 94005.

All PlayStation and Saturn Code Monkey winners will receive a Game Shark Videogame Enhancer, provided courtesy of Interact Accessories, Inc. Future Code Monkey winners who own an N64 will also receive a Game Shark for their system, but unfortunately, N64 Game Sharks are not yet available. *ULTRA Game Players* reserves the right to substitute a prize of equal or greater value for N64 owners until such time that N64 Game Sharks become available. PC owners won't get Jack! No, no, just kidding. PC owners will receive a prize of equal or greater value than a Game Shark at the discretion of *ULTRA Game Players*.



GAME SHARK CODES

● *NOTE:* YOU MUST HAVE A GAME SHARK TO USE THESE CODES.

Saturn

ANDRETTI RACING

Master Code..... f6000914 c305
b6002800 0000
Qualify In First..... 160b3786 0064

NBA JAM EXTREME

Master Code..... f6000914 c305
b6002800 0000
Home Team Scores 0.... 1602e446 0000
Away Team Scores 0.... 1602e44a 0000

POWERSLAVE

Master Code..... f6000914 c305
b6002800 0000
All Keys..... 1604a556 ffff

All Weapons And Artifacts1608607e ffff
All-Seeing Eye..... 1605186e 0001
Infinite Flame Thrower... 160880a2 00e0
Infinite Health..... 160880da 00c8
Infinite M-60 Ammo.... 160880da 001e
Infinite Manacle Ammo.. 160860ae 0004
Infinite Pistol Ammo..... 16086096 003c
Infinite Ring Of Ra Ammo 160860aa 00e0

SPOT GOES TO HOLLYWOOD

Master Code..... f6000914 c305
b6002800 0000
Infinite Lives..... 160694c2 0009
Have 5 Stars..... 16066fb4 001f

PlayStation

ANDRETTI RACING

Qualify in first..... 801eb35c a36d
801eb360 c9ae
801eb374 0111
Infinite Fuel..... 801eb3a8 3cf8
801eca8c 3732
801e0194 0040
801e019c 0040

COOL BOARDERS

High Scoring..... 80016210 0000
80016212 0000
Extra Tracks..... 801ef82a 0005
Extra Boards..... 801ef82e 0007

RIDGE RACER REVOLUTION

Extra Cars..... 801dd208 0001
Course Select..... 801dc9c8 0707
Race as Black Car..... 8007c43a 000c
Race as Black Kid Car... 8007c43a 000d
Race as White Car..... 8007c43a 000e

TWISTED METAL 2

Extra Vehicles..... 80180d04 0101
Infinite Armor..... 80187d00 0096
Infinite Armor - P2..... 80188514 0096
Infinite Fire Missiles..... 801882ee 0009
Infinite Fire Missiles - P2. 80188afc 0009
Infinite Homing Missiles . 801882ea 0009
Inf. Homing Missiles - P2. 80188afe 0009
Infinite Lightning..... 801882f4 0009
Inf. Lightning - P2..... 80188b08 0009
Infinite Napalm..... 801882f0 0009
Inf. Napalm - P2..... 80188b04 0009
Infinite Power Missiles .. 801882e8 0009
Inf. Power Missiles - P2. . 80188b02 0009
Infinite Remote Bombs... 801882eC 0009
Inf. Remote Bombs - P2.. 80188b00 0009
Infinite Richochet Bombs 801882f2 0009
Inf. Richt. Bombs - P2.... 80188b06 0009
Infinite Specials..... 801882e6 0009
Inf. Specials - P2..... 80188afa 0009
Rapid Fire..... 801882fe 0000

WARHAMMER

Infinite Cash..... 800db920 270f

WIPEOUT XL

Infinite Energy..... 30094529 0001
Track Select..... 801fe4d2 0001
Piranha Team..... 801fe4ac 0100



You must have the Game Shark Enhancer for these codes to work!

SOUL BLADE

NAMCO ● PLAYSTATION

Hidden Characters

Each character has two endings. Usually, the ending is letter-boxed, but at times the black bars disappear. When this happens, hit all four main action buttons (high slash, low slash, kick, block) simultaneously to totally change the ending. Some endings, like Mitsurugi's, are actually mini-games (dodge the arrow).

To make *Soul Edge (Soul Blade)* playable, simply beat the game once with everyone with any ending.

Get an eighth weapon for each character by doing the following. Beat Soul Edge in master mode, save the game and continue fighting in nearby places. Keep losing. After a loss (when the map screen character does a pose), the weapon is at a random location exactly one space away from where the loss took place. Go there and win to get it. Get all 8 weapons for Sophitia, and receive a secret character named SOPHITIA! The 8th weapon trick can also create SIEGFRIED! in the same way.

Get all 10 additional weapons (80 total) for the characters to access SOPHITIA! She is just like Sophitia, except she's nearly naked!

To access the ultimate hidden guy, Han Myong, acquire all 80 weapons first. Then in one sitting, beat the game with Hwang and Seung Mina (in that order) using only their basic endings.

Note: The following Game Tips were derived from the Japanese version of the game called *Soul Edge*. Namco has a history of bringing games to the U.S. with no significant changes, but there is always the possibility that certain elements of the game may be changed or deleted (i.e. the nearly naked SOPHITIA!)

● **CODE MONKEY:**
Mark Gottlieb, Rock Tavern, NY

MECHWARRIOR 2 (part 2)

ACTIVISION ● PLAYSTATION ● SATURN

Clan Wolf Campaign, Missions 9-16

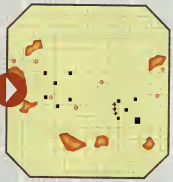
Mission 9

Once more, valor in combat has earned you the opportunity to fight in a Trial of Position. If successful, you will be rewarded with a new rank.



Mission 10

The 37th Strike Cluster has already engaged the enemy on Wotan. The primary mission is to destroy the chemical plant and the airbase, crippling the Falcons' air support. Then, assist the 37th if you are able.



Mission 11

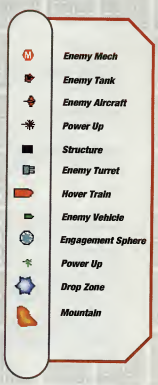
In the battle for Wotan, the Drop Ship Hermione crashed after dropping several units. The wreckage contains data which can not fall into Jade Falcon hands. Find the wreckage, inspect the data to download it, and then destroy the Drop Ship remains.



Mission 12

Your superiors have again deemed you worthy of a Trial of Position.







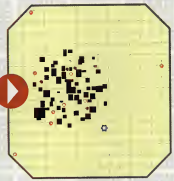
Mission 13

The Falcons are terraforming Kareth, Morges' moon, to use as a base in this system. With a captured Jade Falcon Mech, locate and destroy the main Terraformer Unit. To do so, find the weak spot in the Terraformer's armored core.



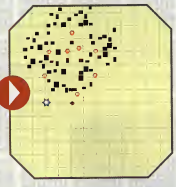
Mission 14

This mission will require the performance of bodyguard duty. Accompany Aide de Camp Fetladral's hover limousine to the Opera-Plex in Broken Hope, and eliminate any threat to his safety.



Mission 15

It is suspected that the remaining Jade Falcons on Morges are using the Palace Complex as a communication station. Inspect the complex. If the Falcons are using it as a comm station, destroy it.







Mission 16

This final Trial of Position will be a last chance at the glory you earned in the Refusal War. If successful, your deeds will be remembered forever; if you fail, you will die anonymous.



In the close confines of a walled fortress or out in the open, ruthless brutality is the only true ally in *Mechwarrior 2.*



Follow the road, fly through the air, or simply trample your way across the countryside — there are objectives to be attained and enemies to conquer.

NETWORK CONNECTION

Welcome to this month's Network! It seems like everyone out there has a ton of questions about the videogame industry in general and some of our editors more 'interesting' habits and vices in particular. Somehow, that figures.

As usual, we've tried to be very handy *in giving you the answers you need...*

If you have any compliments, criticisms or complaints, we want to hear about it. Just drop us a line at the address below.

ULTRA GAME PLAYERS
150 North Hill Drive
Brisbane, Ca 94005

LETTERS FROM OUR READERS...

Very handy

A wise salesman once told me that the more parts something has, the more likely it's going to break. This brings me to the N64 control stick. After finishing *Mario* and *Waverace*, it began popping, cracking and squeaking. I couldn't return it for another controller because all the N64's in town are sold out. My only choice was to fix it myself, so I completely voided the warranty and opened it up. There were about 30 #@*%$ parts in the joystick casing alone. I oiled the moving parts and spent about three hours putting it back together. Now it works like a dream. My friend Lisa got me to fix her controller as well, because she was so impressed.

P.S. About *Waverace*... this may be the realistic affect of neoprene on a bare ass, but do I need to see it in a videogame?

Shanda Theaker,
Calgary AB

ROGER>>> ***At this point, I could make some wisecrack about the need for a little TLC when playing with a joystick, but hey, we're a more mature, serious magazine now, aren't we? My only suggestion is that if the stick you're using can't take the beating, check out some of the quality third party controllers out there who offer more, err... endurance. As for bare asses, yes, it is absolutely necessary. There was much debate at UGP about adding a 'Bare Ass' category to our rating system (weighted by 10).***

***Unfortunately, the puritans in the office won out and all I can hope for now is a series of games like* Bare Ass, Bare Ass II, Bare Ass III, Ultimate Bare Ass III, *and* Bare Ass Trilogy.**

Driver education

I have played a lot of racing games and they all have something in common: you always have a problem getting by other cars, so I think somebody should make a game where cars have horns to get the other cars out of the way.

The reason why I like this idea is because you know how people these days are trying their best to make things as real as possible, so why doesn't anybody make a game where the cars have horns, reverse lights, and turning lights or signals?

Ryan Gray,
Suitland, MD

MIKE>>> ***Hello Ryan. Let me start off by asking you a question. If you were racing for first place and the car behind you honked its horn, would you move out of the way? If there were games made about driving through city traffic, then a horn and signal would be nice, but I guarantee you that none of the Andretti family is going to let you by just because you honked the horn.***

She waits...

I've just bought a PlayStation and so far, I'm enjoying it — the included Demo disc, that is. Hey, its not like I won the lottery. Anyway, I wanna know how long will it be before it loses its popularity and sits on the shelf with SNES and Genesis.

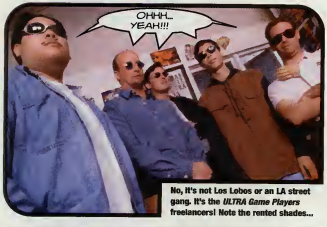
1. Do you think that in a couple of years, no game company will make games for PlayStation? Or, on the contrary, is it much easier to make games on CD?

2. What is a 'Black Sony'? Why is it better and how much is it?

3. Are there any new systems on the horizon? How much will they cost?

Ann Melnichuk,
Brooklyn, NY

CHRIS>>> ***My pleasure, Ann!***
1. Don't worry — PlayStation is so successful, you can look forward to new games for years to come.
2. The 'black Sony' is called 'Yarouze', and is a low-end, inexpensive



No, it's not Los Lobos or an LA street gang. It's the *ULTRA Game Players* freelancers! Note the rented shades...

PLUG IN & MEET THE TEAM:



CHRIS

'So long, suckers'



BILL

'Haircut make me real normal'



MIKE

'Who can I talk B-ball with?'



ROGER

'Can I have the window seat?'

PlayStation development kit for making your own PlayStation games (however, you also need a PC, and knowledge of C programming!). 3. Don't expect any new systems soon, but eventually everyone will upgrade to something more powerful as the technology progresses— that's just how the industry works.

Numbers game

I received *Mario 64*, *WaveRace 64* and *Star Wars* from Santa (what a great guy). I noticed in the bottom of the cartridge on the black surface in the lower left there is a small number. On *Mario* there's a 4, on *WaveRace* a 9 and on *Star Wars* a 12. Why are these numbers there? When is *Mario Kart 64* due to release in the U.S.? Hey Roger, I think your rating on *Star Wars* sucked. Just cause it's on N64, you wanted perfect graphics. The game itself is tons of fun and the graphics don't take too much away from that.
Rick Davis III,
Lawerence, MA

ROGER>>> ***The numbers on cartridges are a secret code from Nintendo that say 'We know SOTE sucked, but thanks for your 80 bucks anyway!' Regarding the graphics, I don't require 'perfect graphics', I just think that a 64-bit system should be able to produce noticeably better graphics than a 32-bit system. I'm glad you found the game fun, but I expect a little more than rehashing videogame cliches in a* Star Wars *guise from my next gen gaming.***

Play ball

I have a couple of questions for you about the Nintendo 64:
1. Are they going to make *NBA Live '97* for the 64?
2. Are they ever going to make any football games?
3. Why in HELL have they not lowered their game prices?
Herman Haynes,
Wichita, KS

MIKE>>> ***Welcome to the world of the N64. The few games available are pricey and there just aren't any real sports games. NBA Live '97 is not scheduled for the N64, but it is possible that '98 will make it. As for football games, the only one that appears certain to arrive is* Quarterback Club *'98, although there have been rumors about* Madden *'98 as well.***

Too much!

Chris, answer these questions!
1. Why would you pay $200 for the N64, another $200 for the N64 DD, $45 for the second Controller and $60-80 per game???
2. Will the N64 price drop?
3. Is there another *Final Fantasy* game in the works for PlayStation?
Terry McCleland,
Musjogee, OK

CHRIS>>> ***Questions, questions — HERE WE GO!!! 1. If you've got the dough, and the games are THAT good, why not? 2. It's already dropped by about $70 in Japan — maybe we'll see a similar situation here at year's end. 3. I think that the crew behind* Final Fantasy VII *have taken a much-deserved vacation. However, don't expect them to rest TOO long...***

Crispy killer

Bill, is Bacon the real 'silent killer' in the U.S.? Please tell us before it's too late!
Chris
Chips & Bits, VT

BILL>>> ***Don't worry about our fried food friend, Chris! The real silent killer in the nutrition world are these damn Chicken Cookies! We know this because... sob... WE'RE ADDICTED TO THE DAMN THINGS!!! We can't... stop... eating them... GIMMEE THOSE CHICKEN COOKIES... YOU'VE HAD MORE THAN YOUR SHARE, NOW IT'S MY TURN!!! YUM... YUM... Oh Chicken Cookies... how I love your savory goodness... your crunchy texture... your high cholesterol level... YUM!***

Top Left: No one believed it when we said Chris Slate was really a vampire...
Top Right: *WaveRace 64* — totally realistic butt effects...
Center: Yes, they really do exist and they're all mine, so BACK OFF, OK!?
Bottom Left: *NBA Live '97* — not scheduled for the N64 any time soon.
Bottom Right: *WaveRace 64* — ...and some cool tricks, too!



VISIT OUR WEB SITE:

HTTP://WWW.ULTRAGP.COM

CHRIS: chris_slate@gm.imagine-inc.com

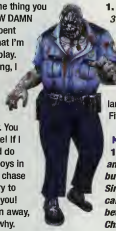
BILL: bill_donohue@gm.imagine-inc.com

MIKE: mike_salmon@gm.imagine-inc.com

ROGER: roger_burchill@gm.imagine-inc.com

Who's scary?

I just wanted to say that you were right in your review of *Resident Evil*. There was just one thing you forgot to say: HOW DAMN SCARY IT IS!!! I spent $50 on a game that I'm just to scared to play. Don't get me wrong, I love it, but the zombies scare me to much. I just have one more thing to say. You all look soooo cute! If I was older, I would do what I do to the boys in my class. I would chase you around and try to hug you and kiss you! P.S. They try to run away, but I don't know why.
Janina Sierra,
Philadelphia, PA



BILL>>> *I know just how you feel, Janina! Everytime I want to play* **Resident Evil**, *I have to go through this whole ritual. First, I've got to get a squirtgun and fill it with holy water. Then I have to climb into the garlic suit and put on the super dark welder's goggles. Sometimes it gets to be a real drag. On the other hand, how old are you? I believe we will have a secretarial position opening up soon...*

PSX ponderings

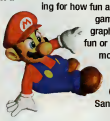
I have a couple of PlayStation questions for you:
1. Is there going to be a *Twisted Metal 3* coming out? If so, when?
2. Why does Sony want to make another PlayStation when it's only been out for about a year?
3. One more thing, if possible, where could I find demo discs for PlayStation?
Ian Paxton,
Findlay, OH

MIKE>>>
1. ***There has been no official announcement of a* Twisted Metal 3*, but the deal between Sony and Single Trac (the developers) still calls for a few more games. We're betting you'll see a* TM3 *by Christmas '98.***
2. ***Sony has no plans on releasing a PlayStation 2 anytime soon, but it is continually researching for the next generation. Technology just won't stand still.***
3. ***The PlayStation Underground is a club you can join that sends out a demo disk four times a year. Call Sony for more details.***

Mean to Mario

Why does *Mario 64* get a 10 in innovation? I have seen it done before — *Super Mario Land 2, Super Mario Brothers 1-3*. Just because it is 3D doesn't mean it's innovative. Look at *Tomb Raider*, it got an 8. I have never played anything remotely close to it. *Tomb Raider* deserves a 9.9 or a 10. *Mario*'s good, but not that good. Also, why did *Twisted Metal 2* get such a low review? It is my most favorite game ever. The two player Co-op tournament never gets old.

I also think you should add a rating for how fun a game is. Some games don't have the graphics, but are just as fun or more fun than the more graphic enhanced games.
Proud PlayStation Owner,
Santa Rosa, CA



CHRIS>>> ***First of all, I'm a big PlayStation fan, and I agree that* Tomb Raider *is very innovative — it's a classic! But hey, you've got to give* Mario 64 *some respect, too. Sure, we've seen the same Mario-type puzzles and enemies in his previous games, but the completely 3D gameplay totally changed the feel and play of the game! As for your new rating idea, we've been using it all along — a game's final overall rating is, basically, exactly how 'fun' a game really is.***



TWISTED METAL 2 — **Start looking for it under the tree sometime around this Christmas, Ian!**

Say what?

Bill, I have a few questions:
1. I think the Devil is inhabiting my pants. What should I do?
2. Are there any plans for a *Super Bomberman 4*?
3. Do you like pudding? My favorite flavor is grape. What's yours?
4. Are there plans to release *Final Fantasy's 4-6* in America?
P.S. I will strike again.
Chester Whitlow,
Terre Haute, IN



Well, Janina, it's probably right about here in *RE2* that Bill will start screaming...

BILL>>> ***Chester, your letter has restored my faith in America's youth! Let's answer your questions! First of all, that's not the Devil in your pants. You'll learn what that is when you get older. Secondly, I have two plans for* SB4. *I will love it and honor it and play it, unless it has kangaroos in it. In that case, it's dogmeat. Third, yes I like pudding. Not enough to get serious, but we've had a few fun dates and will continue to see one another. Finally, those games could be released after* Final Fantasy VII, *but nothing has been confirmed at this time. About the strike thing... don't worry. We won't cross your picket line!***

ASK THE INDUSTRY



You ask the questions, the experts answer

This month we took it upon ourselves to ask the industry. We had an opportunity to have a roundtable discussion with Tetsuya Mizuguchi, a producer for Sega's AM development team. He has been the producer on *Sega Rally* and *Manx TT*. His knowledge and insight on the future of arcade games proved to us all exactly why the best games are made in Japan.

UGP: Recently the arcades have undergone a change with much effort being put into fancy cabinets and linked machines. Do see this as the future of arcade games or is there something else?

Mr. Mizuguchi: The arcade has no limit like the console market. We can build an entire car as a cabinet, this is something that the consoles can't do. However, the games that Sega makes are not about technology. We use the best technology but only to deliver great content. The first thing we do when making a game is to decide what makes a game fun. It would be easier to make a racing game that was completely realistic, but we would rather make a game that is fun.

UGP: What kind of games are you working on for the future?

Mr. Mizuguchi: I am currently working on a new racing game and a completely different kind of game. They are still real early in development and I can't really comment on them.

UGP: You've been mostly associated with racing

THE JADED GAMER



'Cuz I've got this one really cool Guy with TWO machine guns AND a knife in his teeth and he'll murder your Guys in their sleep! Heh, heh, heh...

The next big craze in gaming, apparently, is playing these strategic war games, like *Army Men*. There's nothing wrong with this, mind you. After all, war has been the human race's biggest product ever since Cain got that preemptive strike in on Abel.

But while *Army Men* has a great premise, they totally blew the delivery.

First of all, when we were kids, we never called them 'Army Men'. Well, maybe that weird kid who would always have some cowboys and pirates mixed in with his commandos would, but we always called our troops 'My Guys'. It was always 'My Guys are gonna murder your Guys in their sleep! Heh, heh, heh... ' So, right off the bat, they got the name wrong. Go figure...

Next, I got a real problem with the way combat is represented. You push a button and your Guys move out, shooting little bullets at the enemy Guys. BORING!!!

Everybody knows the correct way to get the most fun out of your Guys. First, you gotta find some dirt. It can be a little corner or a huge field, but it's gotta be dirt. Next comes the sacred setting-up phase. You put your coolest Guys (the most realistic ones) in the best places, while you put those dumbass marching Guys (who thought those up?) right where they'd be sure to get wasted. While you're doing this, you'd be reciting all the great war lines you'd seen in movies, like 'Kirby! They got Kirby!' and 'Take that, you dirty Kraut!'.

Once the setting up was done, it was time to bring out the big guns. BB guns, slingshots, or just rocks — if you had a Mom who wanted her kid to have two eyes in the future — everything was legal. A kid with a couple of firecrackers would be revered as a true patriot for weeks! Nuke 'em! Hell, I remember one memorable battle where we had to declare my little brother the winner when he came running across the battlefield sans diaper and delivered a high yield, low-level strike that resulted in many of my best Guys being left outside until I hosed 'em off! Talk about biological weapons...

Anyway, you'd take turns dealing out death to your opponent's Guys. Of course, you had to be screaming 'Banzai!' or 'Marine, you die!' really loud the whole time. And don't forget the sound effects! You had to throw in a 'Takka-takka-takka' or a 'Ka-Boom!' every once in a while. One clean shot that blew the head off of somebody's Guy would be talked about for a week! Now, that's what we'd call pure combat fun! Yes!!!

So let's get on the right track, you game developers! Let's get the dirt back into combat, OK?









games, why is that?

Mr. Mizuguchi: In Japan there are many more desolate mountainous roads and many people love to drive fast down the roads. Therefore, Japanese people (myself included) tend to really enjoy racing. And as a game racing is fun. Even though our games aren't entirely real, they do give a great feeling of speed and control. To me the racing game is the most fun and that's why I work on them.

UGP: Why aren't your games real, is it too hard?

Mr. Mizuguchi: Making a racing game realistic would actually be the easiest way, but real isn't always most fun. If racing game is real then it goes to slow. So we make games fun, but based on reality. The key to any game isn't how close to reality it is, but how much fun it is.

ASK THE BIG BOYS!

Do you have something to say about a particular game company? Say it to their face! Write up your question and send it to the usual address, c/o Ask The Industry.

Malicious ramblings from the man who's played it all

Only a consummate pro like the Jaded Gamer can slam a pretty good game, ramble on and on about his childhood and embarrass yet another family member, all at the same time! Oh yeah, 'sans' means 'without'.

Top Left: ***Army Men*** **— Fun stuff!**
Top Right: ***SB2*** **— Still a classic!**
Center: Mike shows his caring, sensitive side.
Bottom Left: ***FFVII*** **— Can't wait!**
Bottom Right: ***Tomb Raider*** **— The sequel is on the way!**

Wake up!

Roger, I'm going to be brief, so you won't fall asleep on me, OK? Just answer and maybe I'll play you a lullaby on the sound test.

1. I loved *Crash Bandicoot*, but now that I've beat it (100%, by the way), it's no fun any more. Got any good suggestions?

2. Is N64 worth spending my money on? If so, what games do you recommend?

Peter Jurmu,
Mason, MI



ROGER>>> ***1. Use it as a coaster. 2. It really is a matter of personal preference. Right now, there are a few really good games on N64 and a lot of mediocre and even bad titles. As good as* Super Mario 64 *is, I haven't found a compelling reason (or game) to make me purchase my own personal N64. But then, there are people like Chris who spend all night playing the latest N64 game and come to the office in the morning with a contented smile. (I won't go into his little ritual of chanting in tongues, lighting candles, and hugging his stuffed Mario doll.) Some people can't live without Nintendo games; others, (like me), can. Of course, that may all change when* Zelda 64 *comes out.***

Two times the fun

I got a Nintendo 64 for Christmas and it was so much fun that I let my cousin Timmy hold my PlayStation. Now, he won't give it back. He says that it is wrong for one person to love two systems at once. He says that's called adultery and God doesn't like that. I also have a Gameboy, a SNES, and an NES. He told me to think of them as mine and the N64's children, so its OK to play with them. He doesn't want that slutty PlayStation breaking up our family, he said. Is he right? Some of those PlayStation games were fun, but I don't want to go to hell for them.

Damien Lewis,
Statesboro, GA

BILL>>> ***Well, Damien, let's examine the moral issues at stake here. First of all, when the PlayStation came out, it did have somewhat of a racy reputation. Now, if you decided to to make an 'honest' system of it, what right did you have to start a relationship with that homewrecking N64? Have you no shame? To be blunt, your brother is absolutely correct in his judgement. You better start figuring out how to take a whole bunch of ice with you when your time comes, sinner!!!***

SURFED ANY GOOD WEB SITES LATELY?

Drop us an e-mail with the URL. If we feel that it goes above and beyond the call of duty, we'll feature the page in a future issue!



FAN SITE OF THE MONTH

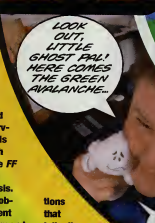
FINAL FANTASY VII HOMEPAGE

http://www.dragonfire.net/~sato/ff7bp.htm

Perhaps one of the most comprehensive sites of its kind is Ike Sato's *FFVII* page. Not only does he offer the latest *FFVII* news and coverage, but it also digs into other Square projects, like *Bushido Blade* and *Final Fantasy Tactics*.

The page layout isn't graphic intense, so it allows for easy navigation. Despite being a low-band-width site, it is housed on a very sluggish server. The other problem is that there isn't enough Square news, let alone *FF* news to keep the site updated on a daily basis.

Despite these problems, this is an excellent site. His extensive story and character translations help gamers along who've purchased the import version of *FFVII*. And the extra sections that talk all about the *FFVII* merchandising is an 'otaku's' dream come true.




1


2


3


4

Mr. Sato has probably the best *FFVII* site in existence. All of *FFVII*'s main characters are profiled here. If you can't understand Japanese, then this menu translation will help you get started. Check out all the *FFVII* merchandise.

Top Left: ***Crash Bandicoot*** **— No replay value?**
Top Right: ***Zelda 64*** **— Should be an instant classic!**
Center: ***Mario 64*** **— Just OK?**
Bottom Left: Bill and a special friend spend some quality time.
Bottom Right: The PlayStation.

http://www.ultragp.com

America's Lowest Game Prices



EVERY SATURN TITLE $49.99 or less!

EVERY PLAYSTATION TITLE $49.99 or less!

GUARANTEE YOURSELF A COPY OF THE HOTTEST NEW RELEASES

CALL AND PRE-ORDER NOW!

Prices start at $19.99
(a few double disc titles may be more)

Blast Corps • Golden Eye 007 • Lamborghini 64 • Lethal Enforcer
Buster Bros. • Golden Nugget • Kumite • Necrodome • Grand Slam
Hexen • MDK • Rage Racer • Syndicate Wars • War Gods • Quake
Marvel Super Heroes • Alien Striker • Albert Odyssey • Manx T.T
Super Motorcross • Sacred Pools • Ultimate Football

SUPER NINTENDO prices starting at $14.99

Call for our Weekly Specials!

FACTORY SEALED

BRAND NEW

GENESIS Prices starting at $14.99

AMERICA'S LOWEST PRICED GAME DEALER NOW CONQUERS USED GAME PRICES TOO!

Buy any game from us, get a guaranteed trade-in value of 1/2 the current retail!
We are now buying used games. Call for the highest values on your games!

PLAYSTATION ACCESSORIES	
Core System	149.99
Converter	29.99
PSX Memory Card 15 Blocks	22.99
Memory Card + 360	44.99
Game Shark	57.99
PSX Standard Controller	14.99
PSX Advanced Controller	16.99
PSX Ultra Controller	19.99
Multi-Tap	49.99
Link Cable	19.99
MadCatz Steering Wheel	69.99
RF Unit	19.99
Sony Double Flight Stick	69.99
Ascii Joy Stick	39.99
Ascii Advanced Joy Stick	49.99
Maximizer Joy Stick	39.99

SATURN ACCESSORIES	
Core System	149.99
Arcade Racer Steering Wheel	69.99
Memory Back-up CD	49.99
Memory Card+	39.99
Game Shark	57.99
RF Unit	19.99
Sega Virtua Stick	49.99
Eclipse Stick	44.99
Advanced Controller	19.99
MULTISYSTEM TRUE ARCADE CONTROLLER BY MAS	119.99
Each additional system add	29.99

Call now for a FREE catalog
WE SHIP GLOBALLY!

SHIPPING: FedEx 2nd day service
1-4 games $6.50 5-8 games $7.50
Systems $12.00 Please call for International Rates.
California residents add 7.25% sales tax
Call 7a.m.-7p.m. PST 7 days
FAX: (415) 893-8190 or send mail order to:
P.O. Box 2708, Novato, CA 94948

ALL SALES FINAL. For Mail Orders, please include Name, Address, Phone Number and Game Titles. All Cancellations must be received within 72 hours of original order. Defective merchandise will be repaired or replaced under the terms of the manufacturer's warranty. All returns will be tested, non-defective merchandise will be returned to customer at the customer's expense.

Video Game DISCOUNTERS

415 893 8188

VISA MasterCard

GRAVE CLEARANCE SALE! UP TO 50% OFF!

Grave Division: Rockville, Inc.

Credit Card orders call (612) 942-9920 9am-9pm Monday-Saturday or 24 hr. Fax (612) 942-5341. If ordering by mail make your own order form include Name, Address and Products you would like to order. Send Checks or Money Orders for the amount + shipping and handling charges (U.S. games add $6 U.S. System add $20 all foreign games add $15) to: Crave P.O. Box 26370 St. Louis Park, MN 55426.

VISA MasterCard DISCOVER NOVUS

PLAYSTATION

#	Title	$
31300	ASCII Joystick	$39
	W/Turbo, Six-Mo	
33960	Interact Joystick	$39
31242	Link Cable	$15
32760	Memory Card Plus	$40
31831	Mouse W/Pad	$32
35944	2-Xtreme	$45
31956	3-D Baseball	$37
35511	ADaD Iron & Blood	
33947	Adidas Power	
	Soccer	$45
35078	Air Combat	$43
32711	Alone In The Dark	
31276	Andretti Racing	$44
29921	Attack Pack	$45
29833	Blood Omen:	
	Legacy Of Kain	$45
33950	Bogey: Dead 6	$45
31583	Bubble Bobble	$32
29960	Bubsy 3-D	$42
33211	Chronicles...Sword	$45
33241	College Slam	$48
29063	Descent	$40
31256	Discworld	$51
18025	ESPN Extreme	$34
29849	Epidemic	$45
31276	FIFA Soccer '96	$45
32715	Fade To Black	$21
29882	Gex	$19
32717	Hi-Octane	$15
31410	Jupiter Strike	$11
31411	Klaxx: The DNA	$10
18018	Mortal Kombat 3	$14
29223	NBA Jam T.E.	$15
29223	NBA Live '96	$18
31561	NFL Gameday	$16
31274	Olympic Soccer	$45
31257	Revolution	$11
29868	Primal Rage	$28
10923	Project	
	Horned Owl	$22
29861	Resident Evil 2	$43
33295	Rise 2	$10
31272	Shellshock	$22
29857	Tekken	$12
29225	Tekken 2	$39
26898	Total Eclipse Turbo	$9
10822	Warhawk	$17
10823	Wipeout	$17
33170	Zero Divide	$15

IMPORT PSX

33722	Arc The Lad	$40
33780	C-1 Circuit Racing	$40
33733	Motrie Suit	
	Gundam Ver 2.0	$40
32745	Nimbus Vol 1	$40
33236	Sexy Parodius	$40
33735	Tobal No. 2	$40
33766	Toshinden 2	$20
35742	U-Gotsu-Xi-Tan	$36

PLAYSTATION

#	Title	$
35071	Tobal No. 1	$43
33194	Galactic Attack	$44
31467	Golden Axe 2	$39
35603	Grid Runner	$40
33279	Guardian Heroes	$25
35402	Heir 2 Avenue	$40
31216	High Velocity	$45
33238	Hyper 3-D Pinball	$38
31479	Impact Racing	$45
35585	Iron Storm	
29744	Mortal Kombat 2	$41
10948	Myst	
35823	NFL '97	$48
26884	NFL Q.B. Club '96	$44
29723	NHL All-Star	$35
31408	NHL Powerplay '96	$44
29815	Night Warriors	$44
33528	Panzer Dragoon 2	
	Zwei	$28
18054	Primal Rage	$35
33244	Road Rash	$37
29748	Sim City 2000	$19
31485	Skeleton Warriors	$41
29720	Sonic 3D Blast	$36
31408	Street Fight: Alpha	$38
31409	Street Fighter Movie	$33
29816	TNN Motorsport	
	Pursuit 4 X 4	$44
31227	Theme Park	$47
33160	Thunderhawk 2	$43
31472	Ultimate M.K. 3	$48
28163	VR Golf '97	$46
31480	Virtual Open	
	W/Stunner	$59
35057	Virtual Fighter Kids	$45
31313	Virtual Hydlide	$45
29985	WWF Wrestlemania:	
	The Arcade Game	$36
31526	World Series B'ball	
34917	World Soccer	
	Baseball 2	$43
29775	X-Men: C.O.T.A.	$43

SATURN USED

#	Title	$
29795	Bug	$19
10493	College Slam	$15
33270	D	$18
10863	Daytona USA	
10906	Defcon 5	$17
32535	FIFA Soccer '96	$22
29756	Ghen War	$11
31525	High Velocity	$19
29744	Mortal Kombat 2	$17
10948	Myst	$15
29884	NFL Q.B. Club '96	$16
29722	NHL All-Star	
	Hockey '96	$18
31214	Pebble Beach	
	Golf Links	$16
29729	Solar Assault	$17
31471	Slam'n Jam '96	$18
29748	Solar Eclipse	$15
31489	Street Fighter Alpha	$20
29760	Street Fight, Movie	$13
33967	Virtua Fighter	$5
33195	Virtua Fighter 2	$25
35597	Virtua Fighter Kids	$21
33192	Wing Arms	$21
31510	World Cup Golf	$16
31511	World Series B'ball	$18
33561	World Wide Soccer	$7

IMPORT SATURN

#	Title	$
33856	Convertor	$29
33785	Battle Monster	$40
35017	Haunted Casino	$40
33805	Mobile Suit Gundam	
	Sidestory 2	$40
35748	Night Of	$35
33797	Pretty Fighter X	$35
28342	Sailor Moon S	$40
36187	Street Fighter	
	Zero 2	$35
35751	Virtua Fighter Kids	$30

SATURN

#	Title	$
10790	SNES W/Ken	
	Griffey Jr.	$119
10696	SNES W/Super	
	Mario Collection	$125
10015	Doc's Cleaning Kit	$6
10839	Pro Extension	$10
10825	SN Pro Pad by STD	
	W/Auto Fire	$14
10013	SNES Control Pad	$13
10035	Super Advantage	
	Joystick W/ASCII	$36
10017	Super Pad 6-Button	
	Controller	$7
16350	Adventures Of	
	Mighty Max	$43
28448	Bass Masters Classic	
Pro Edition		$45
28252	Best Of The Best	$23
10307	B. Hull Hockey '95	$40
32044	Bonk's Cool	$25
10264	Donkey Kong Cty'	$47
10265	Doom	$39
28343	Dragon View	$15
10250	ESPN Nat'l Hockey	$43
28492	Earthworm Jim 2	$45
10247	FIFA Soccer	$33
28198	FIFA Soccer '96	$42
28508	Fatal Fury 2	$27
31397	Final Fight 3	$40
28128	F. Thomas Big	
	Hurt Baseball	$40
28517	Ken Griffey	
	Baseball	$39
28363	Killer Instinct	$15
31313	Virtual Hydlide	$45
29985	WWF Wrestlemania:	
	The Arcade Game	$36
31526	World Series B'ball	
34917	World Soccer	
	Baseball 2	$43
29775	X-Men: C.O.T.A.	$43

SATURN USED

#	Title	$
29795	Bug	$19
10493	College Slam	$15
33270	D	$18
10863	Daytona USA	
10906	Defcon 5	$17
32535	FIFA Soccer '96	$22
29756	Ghen War	$11
31525	High Velocity	$19
29744	Mortal Kombat 2	$17
10948	Myst	$15
29884	NFL Q.B. Club '96	$16
29722	NHL All-Star	
31214	Pebble Beach	
	Golf Links	$16
29729	Solar Assault	$17
31471	Slam'n Jam '96	$18
29748	Solar Eclipse	$15
31489	Street Fighter Alpha	$20
29760	Street Fight, Movie	$13
33967	Virtua Fighter	$5
33195	Virtua Fighter 2	$25
35597	Virtua Fighter Kids	$21
33192	Wing Arms	$21
31510	World Cup Golf	$16
31511	World Series B'ball	$18
33561	World Wide Soccer	$7

SNES USED

#	Title	$
10790	SNES W/Ken	
	Griffey Jr.	$119
10696	SNES W/Super	
	Mario Collection	$125
10015	Doc's Cleaning Kit	$6
10839	Pro Extension	$10
10825	SN Pro Pad by STD	
	W/Auto Fire	$14
10013	SNES Control Pad	$13
10035	Super Advantage	
	Joystick W/ASCII	$36
10017	Super Pad 6-Button	
	Controller	$7
16350	Adventures Of	
	Mighty Max	$43
28448	Bass Masters Classic	
Pro Edition		$45
28252	Best Of The Best	$23
10307	B. Hull Hockey '95	$40
32044	Bonk's Cool	$25
10264	Donkey Kong Cty'	$47
10265	Doom	$39
28343	Dragon View	$15
10250	ESPN Nat'l Hockey	$43
28492	Earthworm Jim 2	$45
10247	FIFA Soccer	$33
28198	FIFA Soccer '96	$42
28508	Fatal Fury 2	$27
31397	Final Fight 3	$40
28128	F. Thomas Big	
	Hurt Baseball	$40
28517	Ken Griffey	
	Baseball	$39
28363	Killer Instinct	$15
10371	J. Madden NFL '96	$35
28516	Kirby Super	
	Star	$29
31396	Marvel Super Heroes:	
	War Of Gems	$42
28368	Mortal Kombat	$20
10468	Mortal Kombat 3	$20
28360	Mr. Do	$24
28370	NBA Hangtime	$52
28139	Ninja Gaiden Trilogy	$24
28147	PGA European Tour	$46
28170	Pebble Beach	
	Golf Links	$15
28134	Pocky Pi's	
	Haunted Holiday	$45
10342	Primal Rage	$11
28356	Prince Of Persia 2	$45
10048	Revolution X	$15
28635	Robo Cop 2	$24
28646	Rolling Thunder	
	Terminator	$29
28648	Romance Of The 3	
	Kingdoms	$39
28679	Star Trek: The	
	Next Generation	$24
28682	Street Fighter 2	$27
28683	Super Bases	
	Loaded 2	$41
28703	TMNT Tournament	
	Fighters	$25
28733	T 2 Judgement Day	$25
28760	WWF Raw	$24
28324	WWF Wrestlemania:	
	Arcade Version	$48
28170	Weapon Lord	$44
28764	Wheel Of Time Ii	
	Carmen San Diego	$29
30697	Williams Arcade's	
	Greatest Hits	$32
28769	Wings 2	$30
28784	Yoshi's Island:	
	Super Mario 2	$42
28330	Zombies Ate	
	My Neighbors	$17

SNES USED

#	Title	$
35215	Dual Turbos	$10
10013	SNES Control Pad	$3
28447	Bubsy 2	$29
28404	College Slam	$22
28260	Final Fight	$7

SNES USED

#	Title	$
28540	J. Madden NFL '93	$5
28165	Killer Instinct	$15
28148	Mortal Kombat 3	$22
31099	NBA Live '96	$10

32680	ASCII SG-6 Fighter Stick	$25
10314	SG Propad 2 - 6 Button	$15
29430	6 In 1 Cartridge	$20
10402	Adventures Of Batman	$38
33563	Barkley Shut Up & Jam	$7
28229	Bases & Ballhead	$25
10481	Beyond Oasis	$46
29265	Chester Cheetah	$22
29273	Coach K College Bskbll	$42
29274	College Football	
	Nat'l Champ	$41
32532	College Football	
	Nat'l Champ	$41
31269	College Football USA '96	$42
30519	College Football USA '97	$43
29451	College Slam	$40
29285	Cyber Cop	$32
34315	F-22 Interceptor	$18
33382	FIFA Soccer '95	$24
33521	FIFA Soccer '96	$42
36120	FIFA Soccer '97	
	Gold Edition	$43
28076	Frank Thomas Baseball	$47
10233	Hardball '95	$30
29277	Incredible Hulk	$27
10527	Izzy's Quest	$27
10389	Jeff Maxwell	$38
36121	John Madden NFL '97	$49
28826	Judge Dredd	$15
29402	Jurassic Park	$31
10225	Jurassic Park	
	Rampage Edition	$41
10518	Justice League	$29
10527	Kendo Rage Sword	
	Bike Challenge	$38
29407	King Of The Monsters	$25
29419	Liberty Or Death	$33
31291	Light Crusader	$24
29688	Mega Lo Mania	$31
29439	Micro Machines	$28
29456	Micropuly	$29
29071	Mortal Kombat 3	$29
29455	NBA Jam T.E.	$40
29883	NFL Q.B. Club '96	$47
29474	NHL '95	$24
36118	NHL '97	$43
29454	New Horizons	$41
29478	Nolanya's Ambition	$15
28841	Phantom 2040	$28
28960	Pocahontas	$47
10940	Primal Rage	$39
31297	Prime Time NFL	$41
29554	Romance Of The 3	
	Kingdoms 3	$41
29579	Sonic The Hedgehog 3	$44
29604	Super Battleship	$34
29632	Terminator 2	$18
34852	Triple Play '96	$35
28385	Ultimate Mk 3	$50
28384	WWF Raw	$24
35547	Wetrix+	$28
31987	WWF Super Wrestlemania	$41
29555	Wacky Worlds W/Mouse	$41
10336	Williams Arcade	$34
29678	Wiz'n Liz	$19
29680	World Heroes	$36
29697	World Series Baseball	$38
28038	World Series Baseball '96	$42

GENESIS USED

#	Title	$
29277	Incredible Hulk	$11
34470	Jack Nicklaus Nfl '94	$4
34431	Joe Montana NFL 2	$4
31653	John Madden NFL '96	$10
34446	Jungle Strike	$13
29402	Jurassic Park	$9
29412	Lukers Vs. Celtics	$3
34469	Lundblader	$10
29421	Lure King	$12
29427	Maximum Carnage	$8
29434	Mortal Kombat	$7
28855	Mortal Kombat 2	$11
29454	Nba Jam	$7
10304	Nba Live '95	$11
28093	Nfl. Q.B. Club '96	$12
28474	Nhl. '95	$7
21523	Nhl. '96	$10
28475	Nhlpa Hockey '93	$5
34572	Pga Tour Golf 2	$13
29484	Pat Riley Basketball	$4
10849	Primal Rage	$13
34585	Quickshot	$10
34586	Rintar	$10
29567	Samurai Showdown	$16
28576	Sonic The Hedehog	$2
29610	Super Street Fighter 2	$11
29618	Tetrisse	$3
10520	Tecmo Super Hockey	$16
29560	Urban Strike	$24
29692	Wolverine	$18
29666	World Of Illusion	$18

SDO

10256	Alone In The Dark	$33
31295	Alone In The Dark 2	$36
18479	Berenstain Bears	$29
28862	Cendallos Encounter	$45
28865	Drug Wars	$20
10262	Fifa Int'l Soccer	$39
28934	Fatty Bear's Fun Pack	$32
10457	Flashback	$26
10459	Immersionary	$26
32987	Johnny Quackstone	$25
28944	Jurassic Park	$36
31615	Lost Eden	$31
10264	Myst	$36
31683	Pod	$25
10267	Road Rash	$45
28955	Sower Shark	$39
28956	Star Crime	$36
33231	Star Fighter	$34
28960	Supreme Warrior	$27
28923	Theme Park	$39
10458	Video Country Club	$29
28968	Way Of The Warrior	$28
10465	Wing Commander	$29
31373	3DO WWW W/Movie Ubsoft	$34
21622	Pc3 Tax Guit '96 (Usd)	$13
29554	Romance Of The 3 Usd	$9

ATARI JAGUAR

18716	Jag 32 Button Controller	$16
28197	Jaguar CD Memory Track	$5
28217	Dragon	$14
10722	Iron Soldier	$18
10520	Dragon's Lair (CD)	$38
28467	Hover Strike (CD)	$28
28294	Primal Rage (CD)	$28
10471	Ultra Vortex (Used)	$5

GAME GEAR

10634	Game Gear Care	$72
28833	Mortal Kombat	$20
10639	John Madden NFL '95	$25
32715	Virtua Fighter Animation	$25
29706	WWF Steel Cage Match	$29

GAME BOY

29456	Asteroids & Missle Cmd.	$23
30614	John Madden NFL '95	$19
29516	NBA Live '96	$24
29303	NHL Hockey '95	$25
29302	PGA Tour '96	$24

LIMITED QUANTITIES! ALL SALES FINAL! DEALERS WELCOME!

All Checks & Money Orders are held for 2 weeks. Any Questions call our Customer Service m-sat. 9-9 (612) 942-9920

1-900-PRO-HINT (1-900-776-4468)

SNES • GENESIS • SEGA CD • SATURN • PSX • ONLY 99¢ A MINUTE

HINTS HOTLINE

LATEST CODES • BREAK-IN TRICKS • OVER 1,000 CODES FOR ALL OF YOUR FAVORITE GAMES!
THE LARGEST HINT LINE AVAILABLE! DON'T EVEN THINK ABOUT LOOKING SOMEWHERE ELSE.

Next Month



BOMBERMAN 64

Next month, we take a look at some of the hottest N64 games, not the least of which is Bomberman 64. Plus, we'll have a blistering report from the upcoming Tokyo Toy Show!

Plus! A couple of new faces will be showing up and one of them is a girl! Aack! Cooties! To find out who heralds this brand new reign of terror, tune in next month for an explosion of hot gaming goodness!



Issue 98 on sale May 27th!

LEGAL CRAP

Post Office Notice, Statement of Ownership, Management and Circulation for Periodicals class privileges as required by 39 USC 3685) 1. Title of Publication: Ultra Game Players 2. Publication No. 1091-1685 3. Date of Filing: 12/13/96 4. Frequency of Issue: Monthly except once monthly in December 5. No. of issues published annually: 13. 6. Annual subscription price $ 35.95 7. Complete mailing address of known office of publication: 150 North Hill Dr. Brisbane, CA 94005 8. Complete address of the headquarters of general business offices of the publisher, editor and managing editor: Publisher: Jonathan Simpson-Bint, 150 North Hill Dr, Brisbane, CA 94005. Editor: Chris Slate, 150 North Hill Dr, Brisbane, CA 94005 Managing Editor/Bill Donohue: NO. Owner: Nina Millennium Publishing, Inc., 150 North Hill Dr, Brisbane, CA 94005 11.12. N/A 13. Publication name: Ultra Game Players 14. Issue date for circulation data below: December 1996 15. Extent and nature of circulation (given in this order, number of average copies each issue during preceding 12 months followed by actual number of issues published nearest filing date. A. Total no. of copies 399,871 431,875 B. Paid and/or requested circulation 1. Sales through dealers and carriers, street vendors and counter sales: 74,284 97,000 2. Mail subscription 118,953 102,958 C. Total Paid and/or Requested Circulation 193,247 292,958 D. Free Distribution By Mail 1,646 2,000 E. Free Distribution Outside the Mail 346 U F. Total Free Distribution 1,992 2,000 G. Total distribution 193,239 292,958 H. Copies not distributed 1. Office use, left over, unaccounted, spoiled after 1,503 775 2. Returns from News Agents 196,439 226,292 Total 391,671 431,875 16. Publication Statement of Ownership 17. I certify that the statements made by me above are correct and complete: Tom Valencia, VP/Operations & CFO

Published in the United States of America: *ULTRA GAME PLAYERS* (ISSN 1091-1685) (UPC 0-66970-00527-9) is published monthly except semi-monthly in December by Imagine Publishing, Inc., 150 North Hill Drive, Brisbane, CA. 94005. Periodicals postage paid in Brisbane, CA and additional mailing offices. Newsstand distribution is handled by Curtis Circulation Company. Subscriptions: one year (13 issues) USA: $35.95. Canada: $49.95. Canadian price includes postage and GST (GST #129529068). CPC Int'l Pub Mail # 0781142. Outside the U.S. and Canada, add $5 per issue. **POSTMASTER:** Send address changes to *ULTRA GAME PLAYERS*, P.O. Box 56117, Boulder, CO, 80322-6117. Entire contents copyright 1997. Imagine Publishing, Inc. All rights reserved. Reproduction in whole or in part without permission is strictly prohibited — Imagine Publishing, Inc is not affiliated with the companies or products covered in *ULTRA GAME PLAYERS*. *Here's a little tip of the Jaded Hat to all the FBIs out in cyber land. Bri, Mel, ID, Evil Jhim, Special Dave, Bones, Pirate' Ribs, Lil-Jo, Doom (The Banned), Shocker and Mike. You guys know what you are! Nah, heh, heh... Oh, a special hello to Shampoo, who lives poorly, a good fight and, growing bald. Have you gotten out of jail yet, girl? Just kidding... All letters received are assumed to be for publication unless marked otherwise. We reserve the right to edit such letters for reasons of space or clarity.*

BPA WORLDWIDE

Standard Mail enclosed in the following editions: 8,9,10,11,12

Bulk Rate
U.S Postage Paid South Florida
Facility Permit No. 177


NINTENDO 64
CHANGE THE SYSTEM.
Life, liberty and the pursuit of a
Introducing Blast Corps. Only for the Nintendo 64 system.
Armageddon is heading your way. Good thing you have the right to bear arms.